LOGITECH
SOFTWARE

PAINTSHOW™ PLUS

USER'S MANUAL

Logitech PaintShow™ Plus Registration Card

Name_____

Company_____

Address_____

City, State, Zip_____

Daytime Phone #_____

PaintShow Plus Diskette Serial#_____

Date Purchased_____

Type of Computer

_____IBM PC/XT or compatible

_____IBM PC/AT or compatible

_____IBM PS/2 or compatible, Model_____

Type of Printer:

_____Epson/compatible

_____HP/compatible

_____PostScript

Other_____

_____Black& White
_____Color

_____Laser
_____Dot Matrix

Type of Graphics Adapter:

_____ Hercules Graphics Card
_____ CGA
_____ EGA
_____ MCGA
_____ VGA

Other_____

Type of Mouse:

_____ Logitech Mouse
_____ Microsoft Mouse
_____ MSC Mouse (Mouse Systems)

Other_____

Did you purchase PaintShow Plus as a stand alone product or packaged with another product?

_____ Stand alone
_____ With another product

Please specify _____

For what types of documents do you plan to use PaintShow Plus?
(please rank, 1= most important, 5 = least important)

_____Reports
_____Invitations
_____Presentations
_____ Advertisements

_____Forms
_____Memos
_____Flyers
_____Newsletters

Other_____

In what applications will you use the images created with PaintShow Plus?

_____WordPerfect, Ver:_____ ____MS Word, Ver:_____

_____Finesse, Ver:_____ ____PageMaker, Ver:_____

_____Ventura, Ver:_____ ____PFS: 1st Pub. Ver:_____

Other_____

Where did you purchase PaintShow Plus?

_____Dealer: _____

_____Distributor: _____

_____Mail Order Company: _____

_____Direct from Logitech

Where will you use PaintShow Plus?

_____Primarily at Work

_____Primarily at Home

_____Both Equally

Do you own a Logitech ScanMan?

_____Yes _____No

If not, are you planning to purchase one?

_____Yes _____No

Thank you for your help in improving our software product line. Please add additional comments and suggestions below: [*For Product Support questions, please see Appendix B in your manual.*]

_____

_____

_____

_____

_____

Thank you for registering your PaintShow Plus Software. By returning this card, you will receive advance notification of program updates and special upgrade offerings.

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PaintShow™ Plus

User's Manual

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This edition applies to the PaintShow™ Plus, version 2.2 or later.

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Table of Contents

Introduction 1
Quick Start 2
How to Read This Manual 3
Package Requirements 4
What's in this Manual 4

Chapter 1
Installation 5
Before You Begin 5
Install PaintShow Plus 6
How to Change Software Settings Later 11
The ScanMan Scanner 11

Chapter 2
Get Started with PaintShow Plus 13
Lesson 1 - How to Load and Exit PaintShow Plus 14
Lesson 2 - Exploring the PaintShow Plus Screens 15
Lesson 3 - Exploring the Toolbox 16
Lesson 4 - Basic Drawing Techniques 18
Lesson 5 - Load and Print a Picture 28
Lesson 6 - Basic Editing Techniques 29
Lesson 7 - Create a Business Card 39
What You Have Learned 42

Chapter 3
How PaintShow Plus Works 43
3.1 Start PaintShow Plus 44
3.1.1 PAINT Batch File Command 44
3.1.2 PSPLUS Executable Command 45
3.1.3 PSPLUS Parameters 46
3.2 Exit PaintShow Plus 47
3.3 PaintShow Plus Screens 48
3.3.1 The Main Screen 48
3.3.2 The Auxiliary Screen 49
3.4 Mouse and Keyboard Actions 50
3.4.1 Using the Mouse 50
3.3.2 Using the Keyboard 50

3.5 The Tool Box 51
3.5.1 Scroll 52
3.5.2 Selection 52
3.5.3 Pencil 53
3.5.4 Adjustable Eraser 54
3.5.5 Paint Brush 55
3.5.6 Spray Paint 56
3.5.7 Line 57
3.5.8 Text 58
3.5.9 Lines Fill 59
3.5.10 Area Fill 60
3.5.11 Hollow and Filled Shapes 61
3.5.11.1 Rectangle 62
3.5.11.2 Rounded Rectangle 62
3.5.11.3 Oval 62
3.5.11.4 Polygon 63
3.5.11.5 Freeform 63
3.5.12 Tool Box Cursors 64
3.6 Line Widths Palette 66
3.7 Paint Palette 67
3.7.1 Solid Colors 67
3.7.2 Shades 68
3.7.3 Patterns 68
3.8 Main Menu Bar 69
3.8.1 File Menu 70
3.8.1.1 New Picture 71
3.8.1.2 Picture Settings 75
3.8.1.3 Load Picture 77
3.8.1.4 Save Picture 78
3.8.1.5 Print Picture 80
3.8.1.6 Setup Print 80
3.8.1.7 Clear Picture 82
3.8.1.8 Reverse Picture 83
3.8.1.9 Rotate Picture 84
3.8.1.10 Load Patterns 84
3.8.1.11 Save Patterns 86
3.8.1.12 DOS Commands 87
3.8.1.13 About PaintShow+ 88
3.8.1.14 Quit 89

3.8.2 Edit Menu 90
3.8.2.1 Undo 91
3.8.2.2 Cut 91
3.8.2.3 Copy 93
3.8.2.4 Paste 94
3.8.2.5 Clear 94
3.8.2.6 Reverse 95
3.8.2.7 Trace Edges 96
3.8.2.8 Flip Horizontal 97
3.8.2.9 Flip Vertical 98
3.8.2.10 Rotate 99
3.8.3 Scan Menu 100
3.8.4 Tools Menu 101
3.8.4.1 Magnify 102
3.8.4.2 Edit Pattern 103
3.8.4.3 Show Screen 104
3.8.4.4 Show Picture 105
3.8.4.5 Change Brush 106
3.8.4.6 Change Spray 107
3.8.4.7 Grid 107
3.8.5 Font Menu 108
3.8.6 Size Menu 110
3.9 Speed Commands 111
3.9.1 Keyboard Shortcuts 111
3.9.2 Mouse Shortcuts 113
3.9.2 Keyboard and Mouse Shortcuts 115
3.10 Auxiliary Screen 117
3.10.1 Command Bar 118
3.10.1.1 Scale 118
3.10.1.2 Color 119
3.10.1.3 Cut 120
3.10.1.4 Load 120
3.10.1.5 Save 121
3.10.1.6 Scan 121
3.10.1.7 View Icon 122

Chapter 4
How the CATCH Utility Works 123
How to Load the CATCH Utility 124
Automatically 124
Manually 124

CATCH Parameters 125
How to Capture a Screen 127
How to Perform a Graphic Screen Print 128

Chapter 5
How the SlideShow Utility Works 129
SlideShow Parameters 130
How to Create a SlideShow 131
How to Create a Script File 132
Mouse and Keyboard Commands 133

Chapter 6
The File Conversion Utility 135
File Conversion Formats 135
File Conversion Parameters 136
How to Export a PaintShow Plus File 137
How to Import a File to PaintShow Plus 138

Appendix A
System Requirements, Printer Support and Video Modes 140
Systems Requirements 140
Printer Support 141
Video Modes 142
How to Specify a Video Mode 143

Appendix B
Product Support Plan 144
Technical Support Hotline 144
Customer Service Hotline 146

Appendix C
Files Used and Generated by PaintShow Plus 147

Appendix D
Special Characters 148
Foreign Language Characters 151

Appendix E
Common Question and Answers 152

Notes:

Introduction

The PaintShow™ Plus program, available only from Logitech, is a full-featured paint program. With easy-to-use edit commands, eight fonts (in six styles and twelve sizes), 20 graphics tools, five hollow and filled shapes, and a 16-color paint palette, the PaintShow Plus program is perfect for business graphics or just for fun. You can create dazzling graphics in black and white or in color.

The CATCH™ utility lets you capture screens and perform graphic screen dumps. CATCH also provides printer support for the PaintShow Plus program.

The SlideShow™ utility lets you create dramatic desktop presentations. You can automatically or manually display a series of individual screens – one right after the other. SlideShow lets you set the slide exposure time, and specify how many times to display the list of screens.

File conversion utilities let you export PaintShow Plus files to other graphics or desktop publishing programs, or import files from other programs into PaintShow Plus. You can convert TIFF (Tagged Image File Format) files to PCX (PC Paintbrush) files. You can also convert PCX and MAC (MacPaint) files to TIFF files.

The PaintShow Plus program supports the ScanMan™ hand-held Scanner (also available only from Logitech). This means that from your desktop, you can scan (digitize) line art, clip art, photos, and other graphics directly into the PaintShow Plus program. You can then color, cut, paste, copy, move, reverse, flip, rotate, magnify, scale, save or print these scanned image.

Quick Start

If you are an experienced computer user, follow these instructions to get started. More detailed installation instructions are in *Chapter 1*.

Step 1: Make a working copy of the PaintShow Plus program disk. Store your original program disk, and use the working copy for the installation procedure.

Step 2: Run the `INSTALL` program. Insert your working copy of the program disk into drive A. From the A:> DOS prompt, type:

`INSTALL` [↵Enter]

From the **`Main Menu`**, install the PaintShow Plus software to a drive and directory that you specify. From the **`Change Settings Menu`** screen and the appropriate **`Setup Menu`**, change the software settings to support your computer system. Save the settings to disk, and quit the `INSTALL` program.

Step 3: Start the PaintShow Plus program. Go to the directory where you installed the software. Dual-floppy system users should move the installed copy of PaintShow Plus from drive B to drive A. Type:

`PAINT` [↵Enter]

You see the PaintShow Plus main screen.

Step 4: Explore the PaintShow Plus program. *Chapter 2* is a tutorial to help you learn basic drawing and editing techniques. *Chapter 3*, provides detailed information about how the PaintShow Plus program works.

How to Read This Manual

The following conventions are used in this manual:

Keys Keys to be pressed look like this:
[Esc] [↵Enter] [S]

Key Combinations Control sequences or characters entered with a [Ctrl], [⇧Shift], or [Alt] key look like this:
[Alt]-[C] [⇧Shift]-[■□□] [Alt]-[■□□]

Screen text Screen output in the body of the manual looks like this:
`About PaintShow+`

File Names File names look like this:
`PSPLUS.EXE` `PAINT.BAT` `HAND.TIF`

Input Keyboard input is in upper case and looks like this:
`INSTALL` [↵Enter]

Menu Options Menu options in the text appear in bold text, for example select the **`Quit`** option from the **`File`** menu.

Mouse buttons You can use a two-button [□□] or three-button [□□□] mouse. Throughout this manual, we show the three-button standard:

[■□□] means press the left mouse button, or press [■□] on a two-button mouse.

[□■□] means press the middle mouse button, or press [■■] on a two-button mouse.

[□□■] means press the right mouse button, or press [□■] on a two-button mouse.

"Point" To "point" means to position or move the mouse cursor over a screen item.

"Click" To "click [■□□] " means to quickly press and release the left mouse button to select or execute a screen action.

"Double Click" To "double click [■□□] " means to quickly press and release the left mouse button *twice* to select or execute a screen item or action.

"Drag" To "drag" the mouse, means to press and hold a mouse button (usually [■□□]) while you move the mouse cursor on the screen, then release [■□□] to complete the drag action.

Package Contents

The PaintShow Plus package includes:

- A 5.25-inch, floppy program disk.
- A 3.5-inch, microfloppy program disk.
- The PaintShow Plus User's Manual, and a Logitech Warranty and Software Registration Card.

Registration Card

Please fill out and return the PaintShow Plus Warranty and Software Registration Card. As a registered user, you will receive the latest information about product enhancement and announcements about new products.

What's in This Manual

Chapter 1 How to install the PaintShow Plus software.

Chapter 2 A hands-on tutorial to introduce you to basic program features.

Chapter 3 A reference guide to the PaintShow Plus screens, commands and options.

Chapter 4 How to use the CATCH™ utility for screen captures, print screens, and printer configuration.

Chapter 5 How to use the Slide Show™ utility for graphics presentations.

Chapter 6 How to use the file conversion utilities.

Appendix A PaintShow Plus System Requirements.

Appendix B Logitech's Product Support Plan.

Appendix C Files used and generated by PaintShow Plus.

Appendix D Greek and Symbol Character tables.

Appendix E Common Questions and Answers.

Chapter 1
Installation

This chapter explains how to install the PaintShow Plus software, and walks you through the configuration and set up process. The program disk includes an installation program to help you install the software easily.

Before You Begin

You Should Know

- Your graphics board type (e.g., EGA, CGA, Hercules). See *Appendix A* for a list of compatible video modes (graphics cards).
- Your printer type (e.g., Epson EX, HP Laser Jet, Okidata 192). See *Appendix A* for a list of supported printers.
- The target drive (e.g., C: for hard disk) where you want the CATCH utility to save screen captures files.
- Your printer port (e.g., LPT1, COM1).

Make a working copy of your program disks

When you run the PaintShow Plus installation program, use a working copy of your original program disk. Put a write-protect tab on the original disk. Then back up your original disk using the DISKCOPY command. (Your DOS manual explains the DISKCOPY command.) Label the backup copy and store it in a safe place.

If you have a Dual-Floppy System

- Prepare a blank, formatted disk labeled "Installed PaintShow Plus" to use during the installation procedure. (Your DOS manual explains the FORMAT command.)
- Prepare additional blank formatted disks for storing PaintShow Plus graphics files that you create.

Read the README.PSP File

Please read the `README.PSP` file for late-breaking information that may not have been available when this manual went to press. Use a text editor, or from the directory where you keep the PaintShow Plus software, type:

`TYPE README.PSP` [↵Enter]

Then, quickly press [Ctrl]-[S] to stop scrolling. Press [Ctrl]-[S] again to start scrolling.

Install PaintShow Plus

The PaintShow Plus `INSTALL` program lets you:

- Copy the PaintShow Plus software to the disk drive and directory that you specify.
- Change the current settings on the installed software. The `INSTALL` program lets you choose a graphics mode (video mode), a printer type, a capture target drive, and a printer port setting. You can either accept the default settings or choose new ones.
- Save the settings you choose to disk, which updates a batch file called `PAINT.BAT`. Then, when you start the PaintShow Plus program with the **`PAINT`** command, this loads these settings. See *Chapter 3, Section 3.1.1* for more information about `PAINT.BAT`.
- Reconfigure the software settings later. (See *page 12*.)

The `INSTALL` program is both mouse-based and keyboard-based. Using your mouse, click [■❑❑] on an option to select it. Using your keyboard, type the number of the selection and press [↵Enter].

Step 1: Start the `INSTALL` program. Insert the PaintShow Plus program disk in drive A. From the A:> prompt, type:

`INSTALL` [↵Enter]

This displays the **`Main Menu`** as shown. The **`Main Menu`** lists the current configuration settings and the available options.

```
PaintShow Plus Installation                                    Main Menu

Current Settings are:
          Video Mode     ..........   Automatic Detect Mode
          Printer        ..........   Epson EX,FX,JX,LX
          Capture Target Drive ...   C:
          Printer Port   ..........   LPT1

1. Install PaintShow Plus on your hard disk with the current settings.
   (For Dual Floppy system, please refer to the User's Manual.)

2. Change Current Settings.

3. Quit.

Please Enter Number of Selection: █

    Enter the Number followed by the [Enter] Key, or [Esc] to Quit
```

Step 2: Install the PaintShow Plus software. From the **`Main Menu`**, select option **`1.Install PaintShow Plus`**.

☛ **Hard Disk Users**

Type the target drive and directory where you want to install the PaintShow Plus software (for example, **`C:\PSPLUS`**) and press [↵Enter]. The `INSTALL` program creates the directory if it does not already exist. If the directory you type already exists, a prompt appears at the bottom-left corner of the dialog box. Press [↵Enter] to continue, or press any other key to specify another directory and try again.

You see the files display on the screen as they are installed. You are prompted when installation is complete.

☛ **Dual-Floppy System Users**
Insert the formatted disk labeled "Installed PaintShow Plus" into drive B. When prompted to specify the drive and directory, type:
`B:\` [↵Enter]

Step 3: Go back to the `Main Menu` screen. Press any key to return to the **`Main Menu`**.

Step 4: Check the current settings. When you first run the `INSTALL` program, the **`Main Menu`** lists the default settings. The **`Automatic Detect Mode`** setting supports a number of graphics boards that are listed in *Appendix A*.

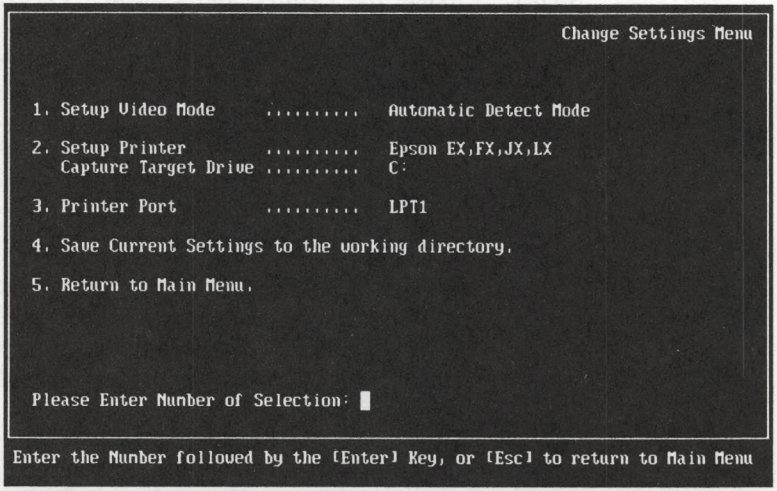
The default printer setting is **`Epson EX, FX, JX, LX`**. See *Appendix A* for a complete list of supported printers.

The **`Capture Target Drive`** setting **`C`** indicates where you want the CATCH utility to save screen capture files. (See *Chapter 4* for more information about the CATCH utility.) The default printer port setting is **`LPT1`**.

☛ If the current settings are correct for your computer system, go to *Step 9*.

☛ To change the current settings, go to *Step 5*.

Step 5: Change the current settings. From the **`Main Menu`**, select option **`2.Change Current Settings`**. This takes you to the **`Change Settings Menu`**.



From the **Change Settings Menu**, select the number of the appropriate setting you want to change and press [↵Enter]. This takes you to the appropriate **Setup Menu**.

☛ For Video Mode settings, go to *Step 6*.

☛ For Printer and Capture Target Drive settings, go to *Step 7*.

☛ For Printer Port settings, go to *Step 8*.

Step 6: Change the Video Mode setting. From the **Change Settings Menu**, select option **1.Change Video Mode**. This takes you to the **Video Setup Menu**.

Type a video mode selection number in the field, and press [↵Enter]. This takes you back to the **Change Settings Menu**.

Note: For an AT&T-6300 - 640 x 400 graphics card, choose **11**.

Step 7: Change the Printer and Capture Target Drive Settings. From the **Change Settings Menu**, select option **2.Setup Printer**. This takes you to the first **Printer Setup Menu** where you see printers **1** through **16**.

- Type a printer selection number and press [↵Enter].
- Specify the drive where you want the CATCH utility to save screen capture files and press [↵Enter]. This takes you back to the **Change Settings Menu**. Proceed to the next step.
- To see more printers, press [↵Enter]. This takes you to the to the second **Printer Setup Menu** where you see printers **17** through **32**. Choose a printer type, then specify the Capture Target Drive. This takes you back to the **Change Settings Menu**.

Step 8: Change the Printer Port setting. From the **Change Settings Menu**, select option **3.Printer Port**. This takes you to the **Printer Port Setup Menu**.

Type a printer port selection number, and press [↵Enter]. This takes you back to the **Change Settings Menu**.

Step 9: Save the current settings. From the **Change Settings Menu**, select option **4.Save Current Settings**. This updates the PAINT.BAT file with the new settings.

Step 10: Go back to the Main Menu. From the **Change Settings Menu**, select option **5.Return to Main Menu**.

Step 11: Quit the INSTALL program. From the **Main Menu**, select option **3.Quit**. You quit the INSTALL program to the DOS prompt. Start the PaintShow Plus program by typing:

PAINT [↵Enter]

This completes the PaintShow Plus software installation procedure. *Chapter 2* is a tutorial to help you learn basic drawing and editing techniques. *Chapter 3*, provides detailed information about how the PaintShow Plus program works.

How to Change the Settings Later

If you need to change the current settings later, re-run the INSTALL program from the directory where you keep the PaintShow Plus software.

Step 1: Start the INSTALL program. From the directory where you keep the PaintShow Plus software, type:

INSTALL [↵Enter]

This displays the **Main Menu** as shown on *page 8*.

Step 2: Change the current settings. From the **Main Menu**, select option **2. Change Current Settings** This takes you to the **Change Settings Menu**. Follow the instructions on *page 10, Step 5*.

Step 3: Save the current settings and quit the INSTALL program. From the **Change Settings Menu** select option **4. Save Current Settings.** This updates the PAINT.BAT file.

Go back to the **Main Menu** by selecting option **5**. From the **Main Menu**, select option **3. Quit**. This takes you to the DOS prompt.

Step 4: Start the PaintShow Plus program. Go to the directory where you store the PaintShow Plus software and type:

PAINT [↵Enter]

PAINT.BAT then loads the PaintShow Plus program with the settings that you selected during the reconfiguration process.

The ScanMan™ Hand-Held Scanner

If you have installed a ScanMan hand-held scanner (available only from Logitech) as described in the *ScanMan™ Plus User's Manual*, you can scan from the PaintShow Plus program. (See *Chapter 3, Sections 3.8.3* and *3.10.1.6.*)

If you do not have the ScanMan hand-held scanner, the **Scan** commands on both the main screen and the Auxiliary screen are shaded and are not available for you to use.

Notes:

Chapter 2
Get Started with PaintShow Plus

Let's get started using the PaintShow Plus program!

This hands-on tutorial is divided into seven lessons with tasks that introduce you to basic PaintShow Plus commands and operations. Once you understand these basics, you'll be able to perform more complex tasks.

In this tutorial, you learn:

- How to load and exit the program.
- Areas on the main screen and the Auxiliary screen.
- How to draw and color basic shapes.
- How to load, save, print, and clear a picture.
- Basic editing techniques.
- Special effects editing techniques.
- How to add text to your picture.

☛ Before starting the PaintShow Plus program, you must install the software as described in *Chapter 1*. If you haven't already done so, go back and install the software now. The easy-to-follow `INSTALL` program copies the software with configuration settings to a drive and directory that you specify.

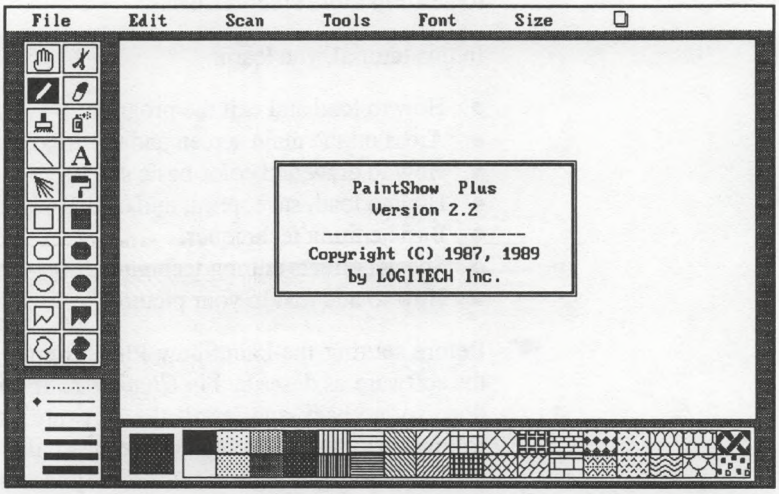
Lesson 1 How to Load and Exit PaintShow Plus

Task 1 - Load PaintShow Plus

From the directory where you installed the PaintShow Plus software, type:

PAINT [↵Enter]

The PaintShow Plus main screen appears as shown below.



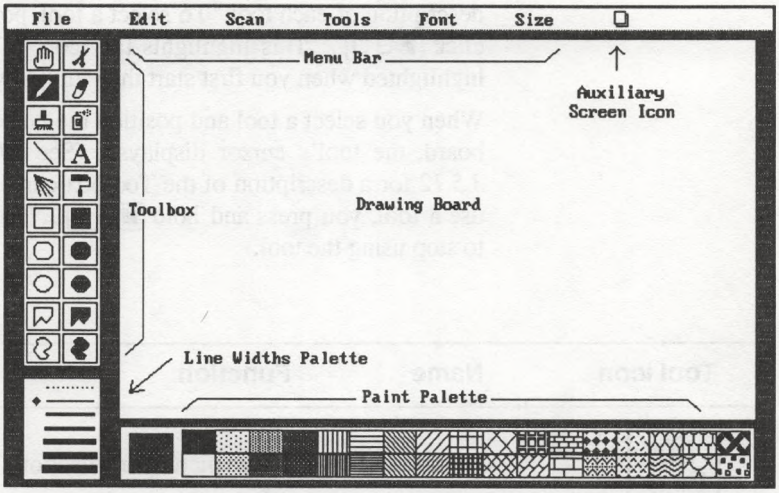
When you first load the PaintShow Plus program the software title box, which shows the current version and copyright information, appears on the drawing board. Moving your mouse, clicking a mouse button, or pressing a keyboard key causes the software title box to disappear. You see the Pencil cursor on the drawing board.

Task 2 - Exit PaintShow Plus

One of the first things you need to know about a program is how to exit – how to get out. To exit the PaintShow Plus program, open the **File** menu and select **Quit**, or press [Alt]-[Q]. This ends the current session, and you are returned to the DOS prompt.

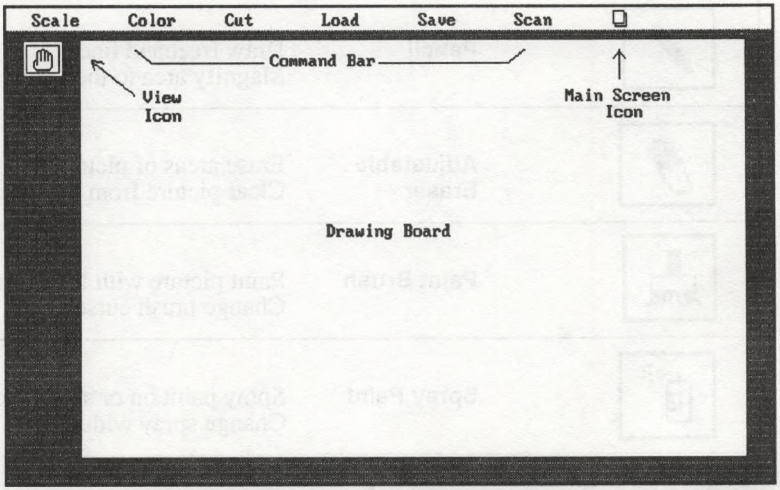
Lesson 2 Exploring the PaintShow Plus Screens

The Main Screen



Click ■□□ on the Auxiliary Screen icon to go to the Auxiliary screen.

The Auxiliary Screen

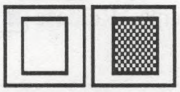
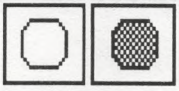
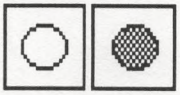
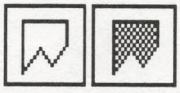
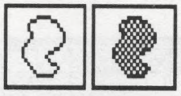


Lesson 3 Exploring the Toolbox

In this lesson you learn the names and basic functions of the tools in the Toolbox. See *Chapter 3, Section 3.5* for a detailed description of each tool. To select a tool, point to its icon and click [■□□]. This highlights the icon. The Pencil icon is highlighted when you first start the PaintShow Plus program.

When you select a tool and position the cursor on the drawing board, the tool's cursor displays. (See *Chapter 3, Section 3.5.12* for a description of the Toolbox cursors.) Typically, to use a tool, you press and hold [■□□]. Then release [■□□] to stop using the tool.

Tool Icon	Name	Function
	Scroll	Move picture or selection.
	Selection	Define an area to edit.
	Pencil	Draw freehand lines. Magnify area to the pixel or dot level.
	Adjustable Eraser	Erase areas of picture under cursor. Clear picture from the drawing board.
	Paint Brush	Paint picture with brush strokes. Change brush cursor.
	Spray Paint	Spray paint on or shade picture. Change spray width.

Tool Icon	Name	Function
	Line	Draw straight lines.
	Text	Type text on picture.
	Lines Fill	Draw graphic line designs.
	Area Fill	Color a defined area.
	**Rectangle**	Draw a hollow or filled rectangle or square.
	**Rounded Rectangle**	Draw a hollow or filled rectangle or square with rounded corners.
	**Oval**	Draw a hollow or filled oval or circle.
	**Polygon**	Draw a hollow or filled polygon.
	**Freeform**	Draw a hollow or filled freeform shape.

Lesson 4 Basic Drawing Techniques

When you finish the tasks in this lesson, you will be able to:

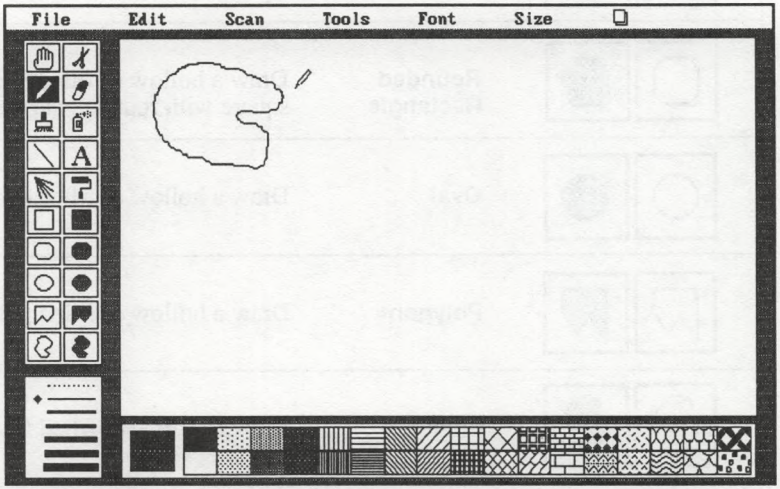
- Draw lines and shapes.
- Paint with the Paint Brush, Spray Paint and Area Fill tools.
- Select a new line width from the Line Widths palette.
- Select a new line color from the Paint palette.
- Move and paste a selected area.

Task 1 - Draw and Paint a Freehand Shape

Draw a freehand shape at the top-left corner of the drawing board. To do this, follow these steps:

Step 1: **Select the Pencil icon.** If the Pencil icon is not already highlighted, point to it and click [■□□] .

Step 2: **Draw a freehand shape.** Position the Pencil cursor at the top left corner of the drawing board. Press and hold [■□□] while you drag the mouse to draw a freehand shape. Release [■□□] to lift the Pencil or to stop drawing.



Unless instructed otherwise, *do not* clear the drawing board.

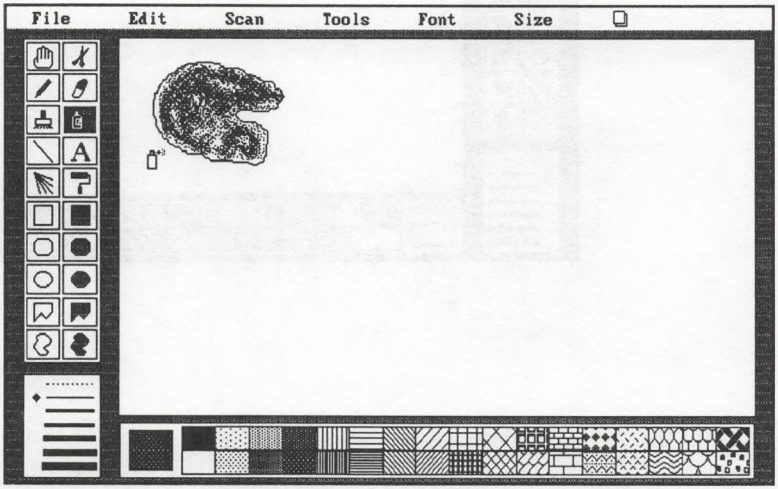
Step 3: Select a paint color. Point to a solid color in the Paint Palette and press [■□□]. Solid colors are located at the left in the Paint Palette. The color you select appears in the larger display box at the left in the palette. For more information about the Paint Palette, see *Chapter 3, Section 3.7*.

Step 4: Select the Spray Paint icon. Point to the Spray Paint icon and press [■□□]. When you position the cursor on the drawing board, the Spray Paint cursor appears. For more information, see *Chapter 3, Section 3.5.6*.

You may want to adjust the spray width. To do so, click [■□□] on the Spray Paint icon a second time. Or, open the **Tools** menu and select **Change Spray**. A selection box appears for you to choose from four spray widths. Click [■□□] on a spray width to select it.

Step 5: Spray paint the freeform shape. Point the Spray Paint cursor inside the shape. Press and hold [■□□] while you drag the mouse to spray paint. Release [■□□] to stop spray painting.

Don't worry if you get some paint outside of the border.

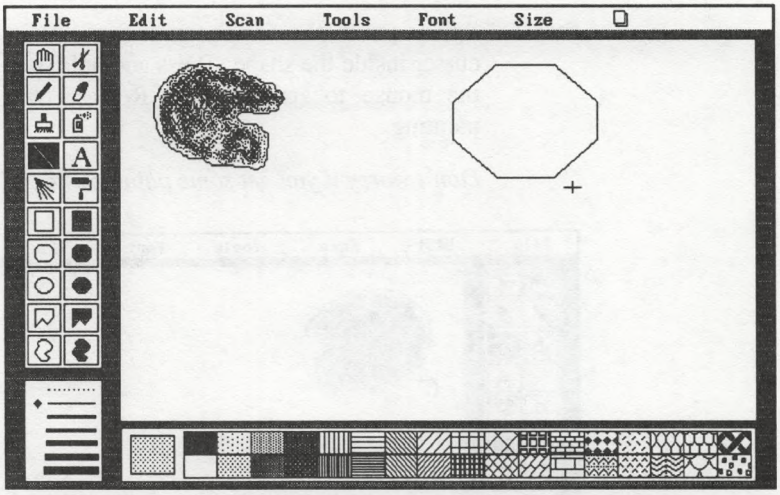


Task 2 - Draw and Paint a Polygon

Using the Line tool, draw a polygon at the top-right corner of the drawing board. To do this, follow these steps:

Step 1: **Select the Line icon.** Point to the Line icon and click [■□□]. The Line tool lets you draw straight lines. See *Chapter 3, Section 3.5.7* for more information about the Line tool.

Step 2: **Draw a polygon.** Position the cursor at the top-right corner of the drawing board. Press and hold [⇧Shift]-[■□□] simultaneously while you drag the mouse to draw a vertical, horizontal, or 45-degree angle line. Release [⇧Shift]-[■□□] to secure the line. Draw the remaining sides of the polygon.



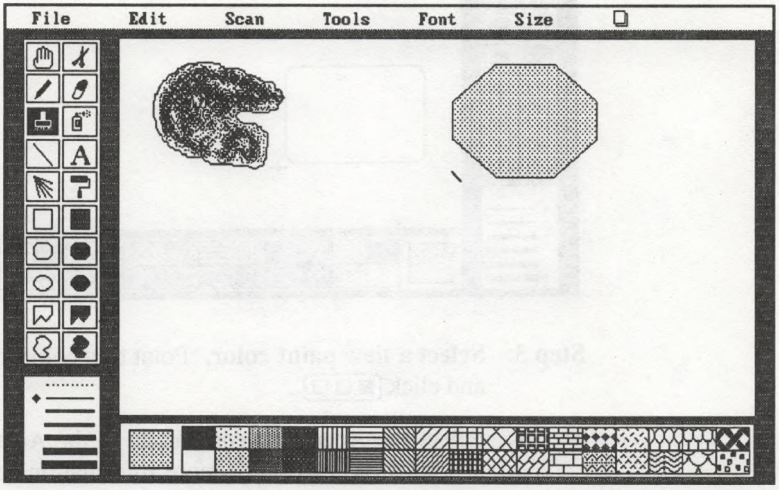
Step 3: Select a new paint color. Point to a color in the paint palette and click [■□□].

Step 4: Select the Paint Brush icon. Point to the Paint Brush icon and press [■□□]. For more information about the Paint Brush tool, see *Chapter 3, Section 3.5.5*.

Step 5: Paint the inside of the polygon. Press and hold [■□□] while you drag the mouse to paint. Release [■□□] to stop painting and lift the brush.

You may want to change the Paint Brush cursor shape. To do so, click [■□□] a second time on the Paint Brush icon. Or, open the **Tools** menu and select **Change Brush**. This displays the brush selection box. Click [■□□] on a brush shape to select it.

Don't worry if you get some paint outside of the border.

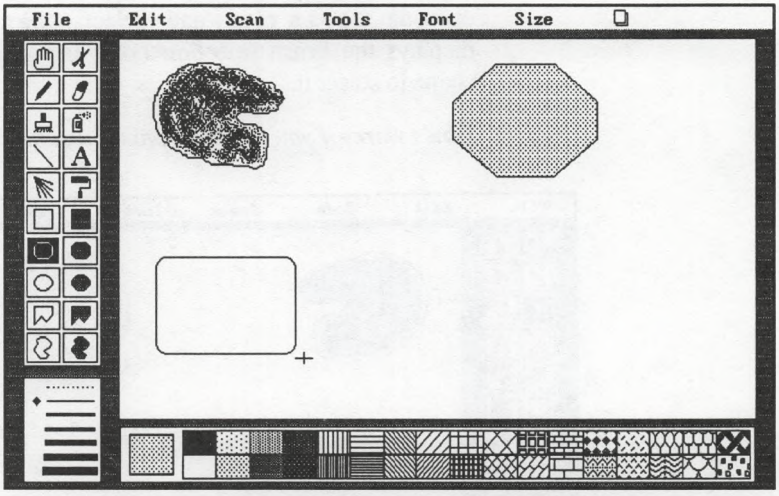


Task 3 - Draw and Fill a Rounded Rectangle

At the bottom-left corner of the drawing board, draw and fill a Hollow Rounded Rectangle. To do this follow these steps:

Step 1: **Select the Hollow Rounded Rectangle icon.** Point to the Hollow Rounded Rectangle icon and click [■□□].

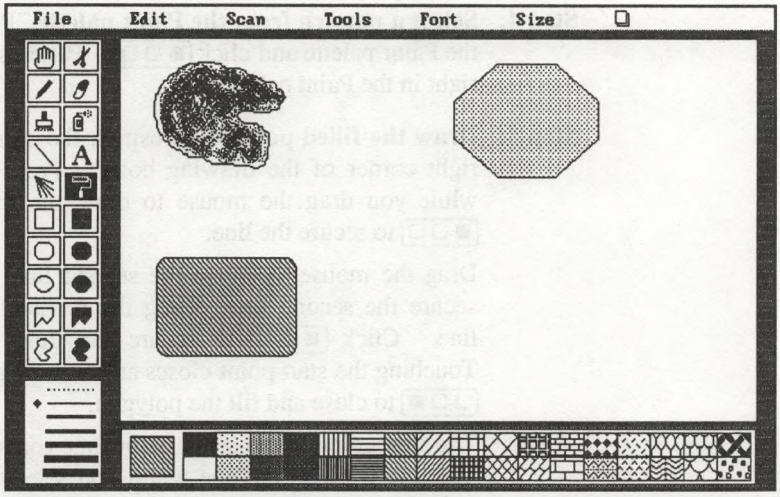
Step 2: **Draw a hollow rounded rectangle.** Position the cursor at the bottom-left corner of the drawing board. Press and hold [■□□] while you drag the mouse down diagonally to the right to create the border. Release [■□□] to secure the shape.



Step 3: **Select a new paint color.** Point to a color in the Paint Palette and click [■□□].

Step 4: **Select the Area Fill icon.** Point to the Area Fill (roller) icon and click [■□□]. For more information about the Area Fill tool, see *Chapter 3, Section 3.5.10*.

Step 5: **Fill the hollow rounded rectangle.** Position the cursor inside the hollow rounded rectangle and click [■□□]. The paint color you selected in *Step 3* fills the rounded rectangle.



Task 4 - Draw a Filled Polygon

At the bottom-right corner of the screen, draw a filled polygon. To do this, follow these steps:

Step 1: **Select the Filled Polygon icon.** Point to the Filled Polygon icon and click [■□□].

Step 2: **Select a new line color.** Point to a solid color in the Paint Palette and click [□□■]. Only solid colors can be selected for line color.

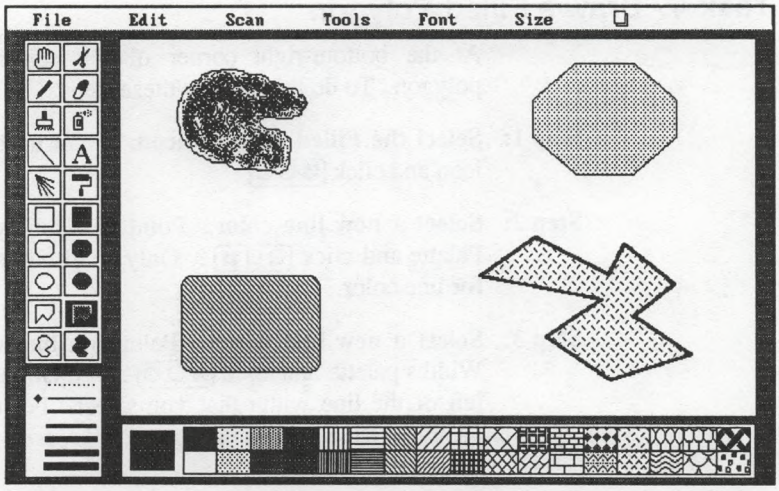
Step 3: **Select a new line width.** Point to a line width in the Line Widths palette and click [■□□]. A diamond ♦ appears at the left of the line width that you select. For more information about the Line Widths palette, see *Chapter 3, Section 3.6.*

Step 4: Select a pattern from the Paint palette. Point to a pattern in the Paint palette and click [■□□]. Patterns are located at the right in the Paint palette.

Step 5: Draw the filled polygon. Position the cursor at the bottom-right corner of the drawing board. Press and hold [■□□] while you drag the mouse to draw the first line. Release [■□□] to secure the line.

Drag the mouse to create the second line. Click [■□□] to secure the second line. Drag the mouse to create the third line. Click [■□□] to secure the third line, and so on. Touching the start point closes and fills the polygon. Or, click [□□■] to close and fill the polygon.

The line color is the same color that you selected in *Step 2*. The line width is the line width you selected in *Step 3*. The polygon is filled with the pattern you selected in *Step 4*.



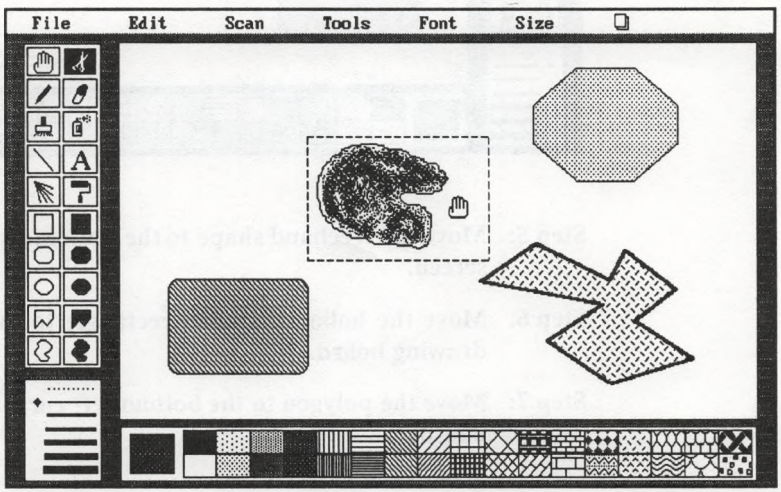
Task 5 - Move the Shapes

Now, let's move the shapes to opposite corners of the drawing board. To do this, follow these steps:

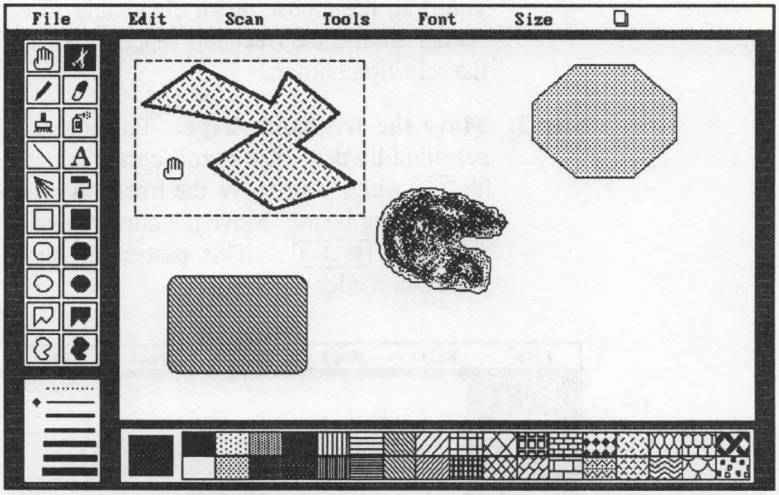
Step 1: **Select the Selection icon.** Point to the Selection (scissors) icon and click [■□□].

Step 2: **Select the freehand shape.** Position the cursor at the top-left corner of the freehand shape. Press and hold [■□□] while you drag the mouse down diagonally to extend the selection border around the freehand shape. Release [■□□] to secure the selection border.

Step 3: **Move the freehand shape.** Position the cursor inside the selection border. The Scroll cursor appears. Press and hold [■□□] while your move the freehand shape to the middle of the drawing board. Move the cursor outside the selection area and click [■□□]. This pastes the shape and causes the selection border to disappear.



Step 4: Move the filled polygon. Position the cursor at the top left corner of the filled polygon. Press and hold [■□□] while you drag the mouse down diagonally to extend the selection border around the shape. Position the hand cursor inside the selection border and drag the polygon to the top-left corner of the screen. Move the cursor outside the selection area and click [■□□] to paste the shape.

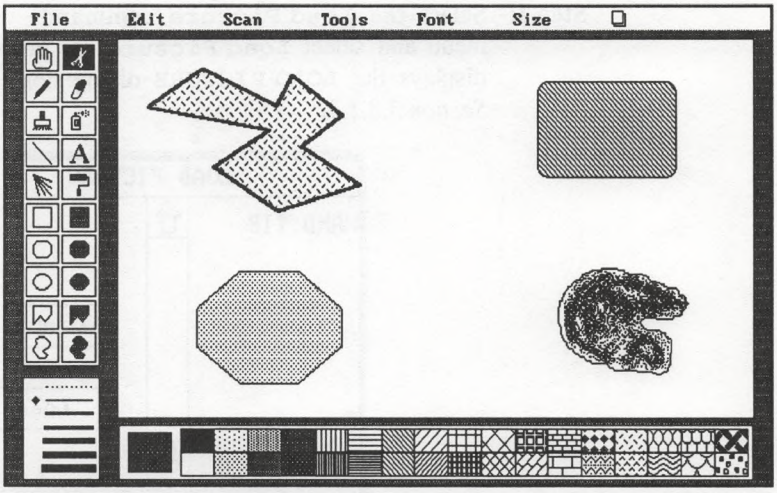


Step 5: Move the freehand shape to the bottom-right corner of the screen.

Step 6: Move the hollow rounded rectangle to the middle of the drawing board.

Step 7: Move the polygon to the bottom-left corner of the drawing board.

Step 8: Move the hollow rounded rectangle to the top-right corner of the drawing board. Finally, your drawing board should look like this:



Task 6 - Clear the Picture

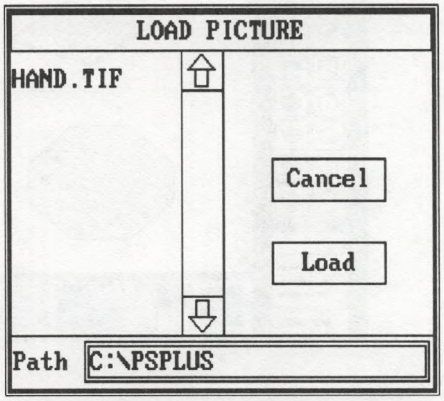
Let's clear the picture without saving it. To do so, you can either:

- Open the **File** menu and select **Clear Picture**, or press Alt-C. The **SAVE BEFORE ERASE** dialog box appears. Point to **NO** and click ■□□ or press N. This clears the picture without saving it.
- Or, double click ■□□ on the Adjustable Eraser icon. This also displays the **SAVE BEFORE ERASE** dialog box.

Lesson 5 - Load a Picture

When you finish the steps in this lesson, you will know how to load and scroll a picture on the drawing board.

Step 1: Select the Load Picture command. Open the **File** menu and select **Load Picture**, or press Alt-L. This displays the **LOAD PICTURE** dialog box. See *Chapter 3, Section 3.8.1.3.*



Step 2: Select a picture file. Click ■□□ on **HAND.TIF**. Point to **Load** and click ■□□ .You can also load a file by double clicking ■□□ on the file name in the list box. The HAND.TIF picture was generated in the black and white mode, so your screen becomes black and white (if you are working in the color mode) when you load the picture.

Step 3: Scroll the picture on the drawing board. Select the Scroll icon. Press and hold ■□□ while you drag the mouse to move the picture.

Step 4: Clear the picture. Double click ■□□ on the Adjustable Eraser icon.

Step 5: Select the color mode. Open the **File** menu and select **New Picture**. This displays the **NEW PICTURE** dialog box. Click ■□□ in the **Color** box. Then, click ■□□ on **OK**. The main screen appears in color again.

Lesson 6 - Basic Editing Techniques

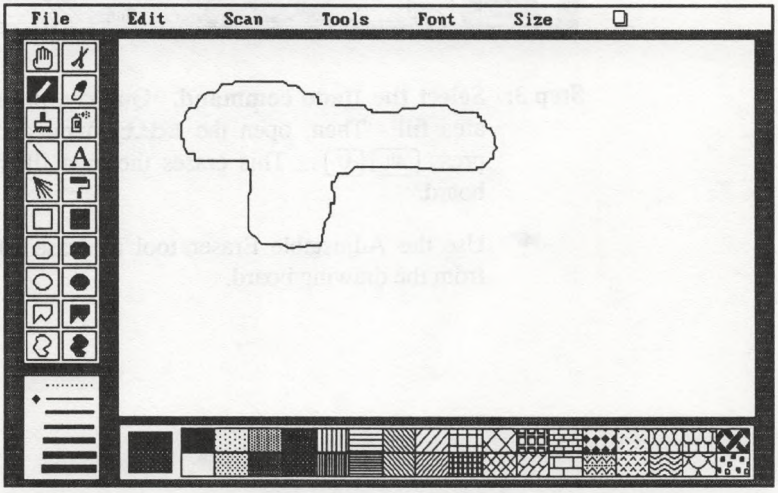
When you finish the tasks in this lesson, you will be able to:

- Undo an operation.
- Copy a selected area of a picture.
- Magnify an area so you can edit at the pixel level.
- Edit a Paint palette pattern.
- Reverse, Rotate, and Flip a selected area of a picture.

Task 1 - Undo a Command

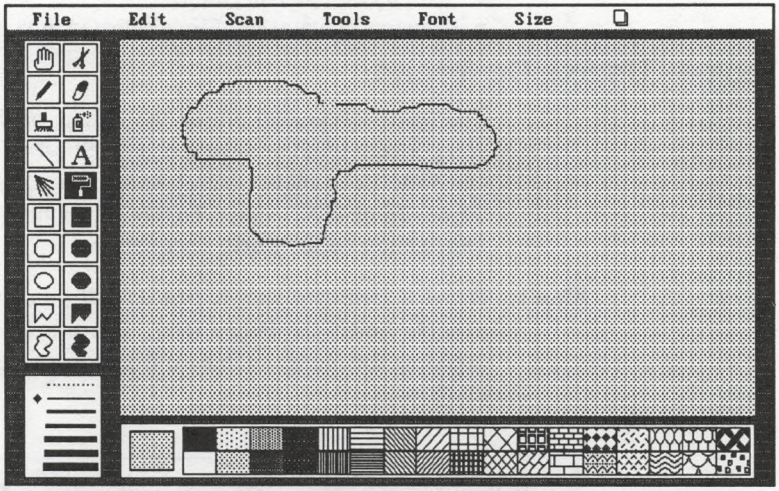
The **Undo** command erases the effects of the *last* command you perform on the drawing board. So, if you make a mistake and want to correct it, select the **Undo** command *before* you do anything else. See *Chapter 3, Section 3.8.2.1* for more information on the **Undo** command.

Step 1: Draw a freeform shape, but *do not* join the start and end points. Select the Pencil icon. Press and hold [■□□] while you drag the mouse to draw a freeform shape with an opening as shown.



Step 2: Fill the freeform shape. Select the Area Fill icon. Position the cursor inside the freeform shape and click [■□□].

The paint fills the inside of the shape, spills out of the shape, and fills the whole drawing board. This happens when an area is not completely closed.



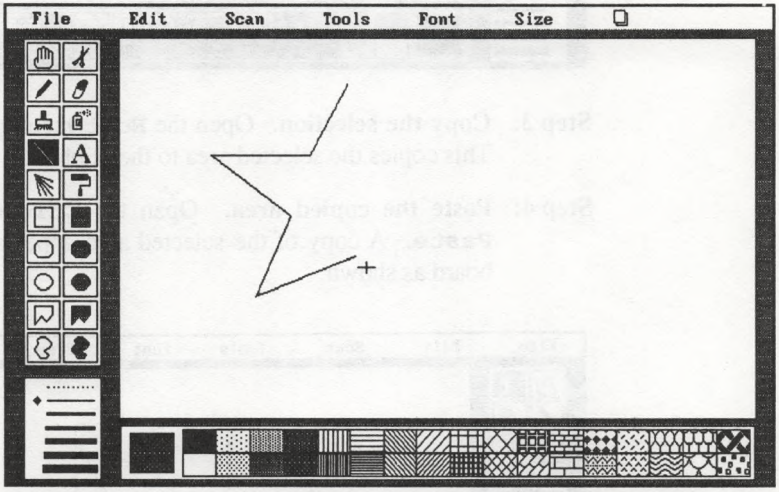
Step 3: Select the Undo command. Quickly, press [Esc] to stop the area fill. Then, open the **Edit** menu and select **Undo** or press [Alt]-[U]. This erases the area fill from the drawing board.

☛ Use the Adjustable Eraser tool to erase the freehand shape from the drawing board.

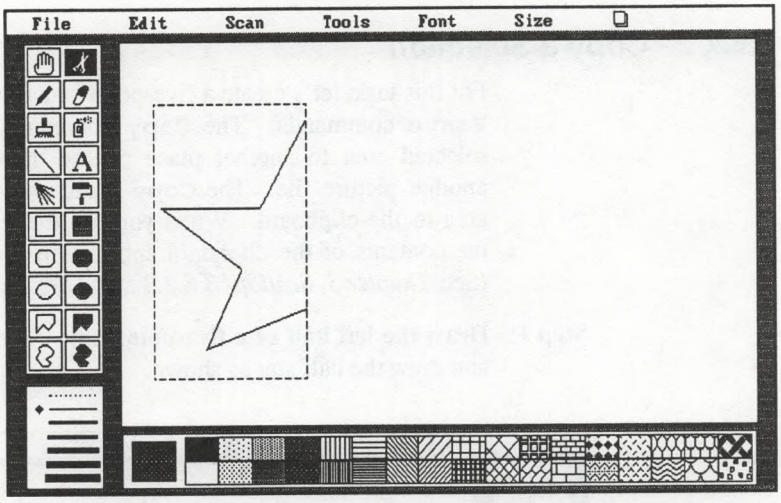
Task 2 - Copy a Selection

For this task, let's create a five-point star using the **Copy** and **Paste** commands. The **Copy** command lets you copy a selected area to another place on the drawing board or to another picture file. The **Copy** command copies a selected area to the clipboard. When you use the **Paste** command, the contents of the clipboard appears on the drawing board. (See *Chapter 3, Sections 3.8.2.3* and *3.8.2.4*.)

Step 1: Draw the left half of a five-point star. Select the Lines icon and draw the half star as shown.

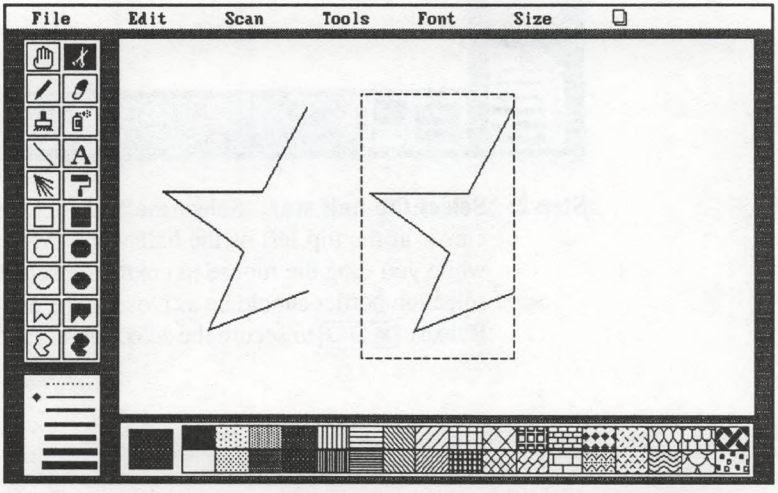


Step 2: Select the half star. Select the Selection icon. Position the cursor at the top left of the half star. Press and hold [■□□] while you drag the mouse to create the selection border. (The selection border should be as close to the drawing as possible.) Release [■□□] to secure the selection border.



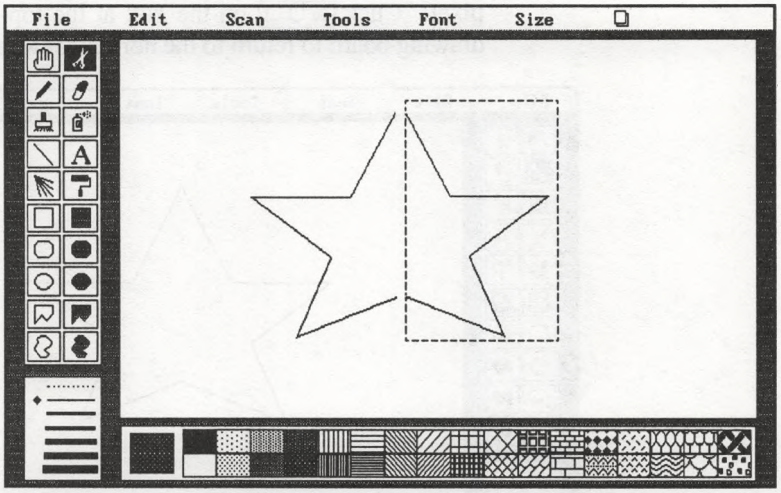
Step 3: Copy the selection. Open the **Edit** menu and select **Copy**. This copies the selected area to the clipboard.

Step 4: Paste the copied area. Open the **Edit** menu and select **Paste**. A copy of the selected area appears on the drawing board as shown.



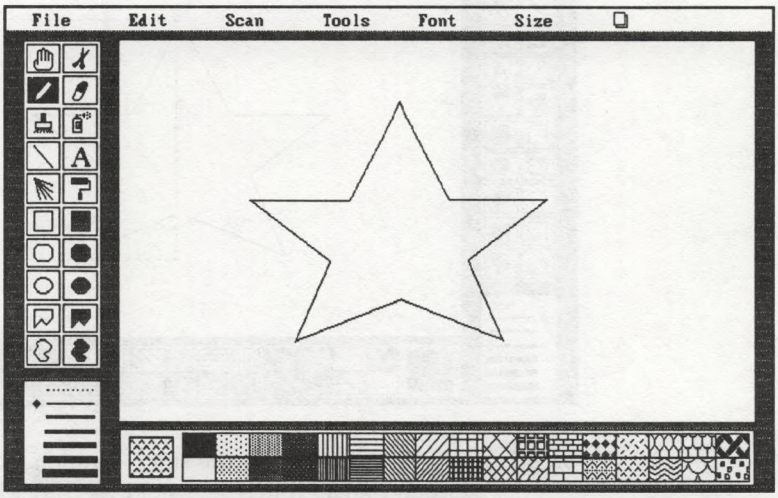
Task 3 - Special Effects

Step 1: Flip the half star horizontally. Open the **Edit** menu and select **Flip Horizontal**. The selected area flips to become the right side of the five-point star. Do not click [■□□] outside the selection border.



Step 2: Join the two sides of the star. Position the cursor inside the selection area. Press and hold [■□□] while you drag the mouse to move the right half of the star toward the left. Do not overlap the right half over the left, because whatever is under the selected area is erased when you paste. Click [■□□] outside the selection area to paste the right half of the star.

You may need to magnify the area at the top and bottom of the star to join the sides completely. To do so, open the **Tools** menu and select **Magnify**, or press Alt-M. Or, double click ■□□ on the Pencil icon. Point the magnifying glass cursor to where you want to magnify and click ■□□. This magnifies the area to the pixel level. Click ■□□ to add a pixel. Click ■□□ on the box at the top-left corner of the drawing board to return to the normal view mode.



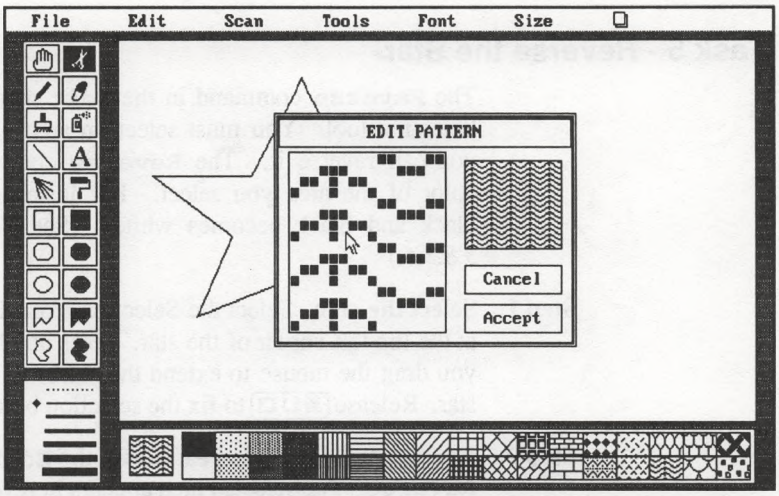
☛ **Do not clear the drawing board.**

Task 4 - Edit a Pattern and Fill the Star

Now let's edit a pattern in the Paint palette that we'll use to fill the star. To do so, follow these steps:

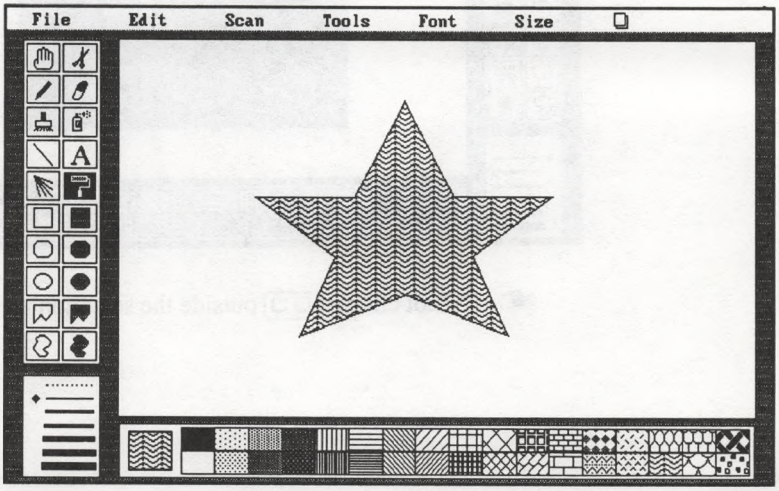
Step 1: **Select a pattern.** Point to a pattern at the right in the Paint palette and click ■□□.

Step 2: **Perform the Edit command.** Open the **Tools** menu and select **Edit Pattern**. You can also double click ■□□ on the pattern in the Paint palette. This displays the **EDIT PATTERN** dialog box. (See *Chapter 3, Section 3.8.4.2.*)



Step 3: Edit the pattern. In the larger edit box at the left in the dialog box, add pixels in the current line color by clicking [■□□]. Erase a pixel by clicking [□□■]. Click [■□□] on `Accept` to update the Paint palette with your new pattern.

Step 4: Now, select the Area Fill icon. Position the cursor inside the star and click [■□□]. This fills the star with the pattern you edited in *Step 3*.

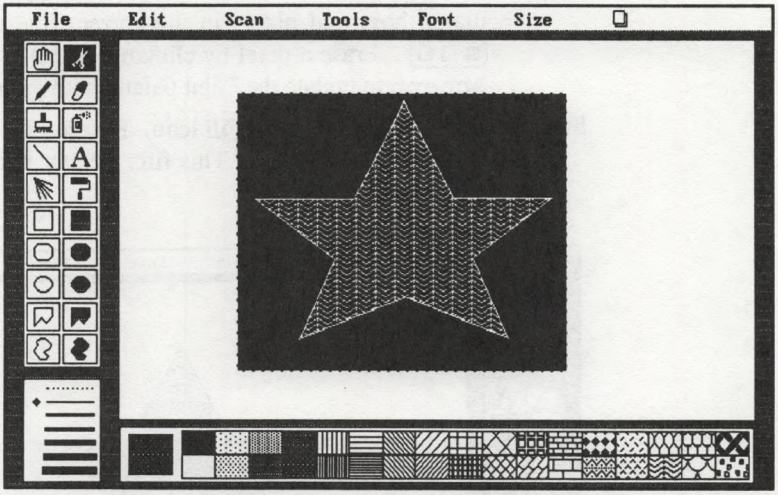


Task 5 - Reverse the Star

The **Reverse** command in the **Edit** menu works with the Selection tool. You must select an area of a picture before you can reverse it. The **Reverse** command reverses the color of the area you select. For instance, white becomes black and black becomes white. (See *Chapter 3, Section 3.8.2.6.*)

Step 1: **Select the star.** Select the Selection icon. Position the cursor at the top left corner of the star. Press and hold [■❑❑] while you drag the mouse to extend the selection border around the star. Release [■❑❑] to fix the selection border.

Step 2: **Reverse the selected area.** Open the **Edit** menu and select **Reverse**. The selected area appears in reverse video.



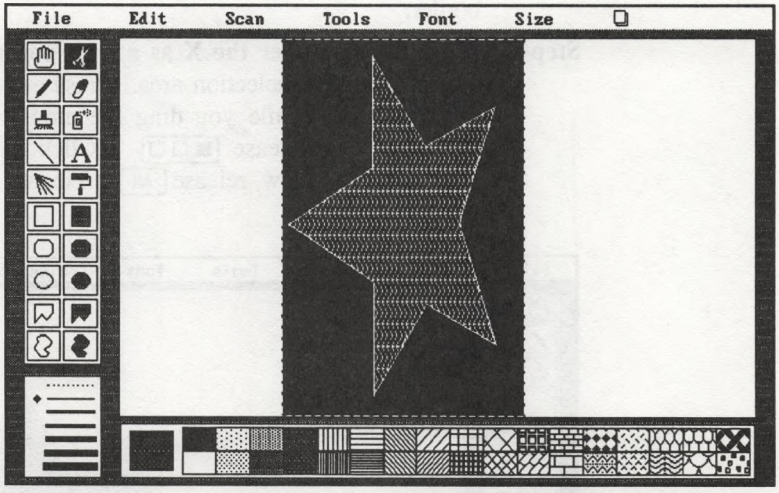
☛ Do not click [■❑❑] outside the selection area.

Task 6 - Rotate the Reversed Star

The **Rotate** command in the **Edit** menu works in combination with the Selection tool. You must select an area of a picture before you can rotate it. (See *Chapter 3, Section 3.8.2.10.*) Follow these steps to rotate the reversed star:

Step 1: **Select the star.** If the selection border is not around the reversed star. Select it now.

Step 2: **Rotate the star.** Open the **Edit** menu and select **Rotate**. The selected area is rotated on the drawing board 90 degrees counterclockwise. Continue to rotate the star until you restored it to the original position.



The screen's aspect ratio causes the star to look distorted or squeezed vertically. This happens because there are fewer pixels vertically than horizontally.

☛ **Do not click [■□□] outside of the selection area.**

Step 3: **Reverse the star again.** Open the **Edit** menu and select **Reverse**. The star appears in the normal video mode.

☛ **Do not clear the drawing board.**

Task 7 - A Transparent Star

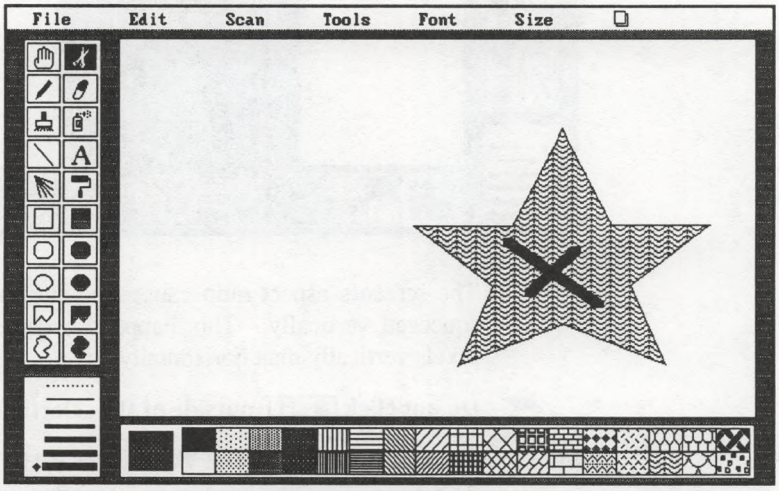
The transparent mode lets you create graphics that you can see through. Let's move the filled star as a transparency over an X that we'll draw with the Lines tool.

Step 1: **Select a new line width.** Point to a broad line width in the Line Widths palette and click [■□□].

Step 2: **Draw an X using the Line icon.** Select the Line icon and draw an X. Press and hold [■□□] while you drag the mouse to create a line. Release [■□□] to secure a line.

Step 3: **Select the star.** Select the Selection icon. Press and hold [■□□] while you drag the mouse to extend the selection border around the star. Release [■□□] to secure the selection border.

Step 4: **Move the star over the X as a transparency.** Position the cursor inside the selection area. Press and hold [Alt]-[■□□] simultaneously while you drag the mouse to move the star over the X. Release [■□□]. Click [■□□] outside the selection area. Now, release [Alt]. You see the X through the star as shown.



☛ Clear the star from the screen by using the Adjustable Eraser.

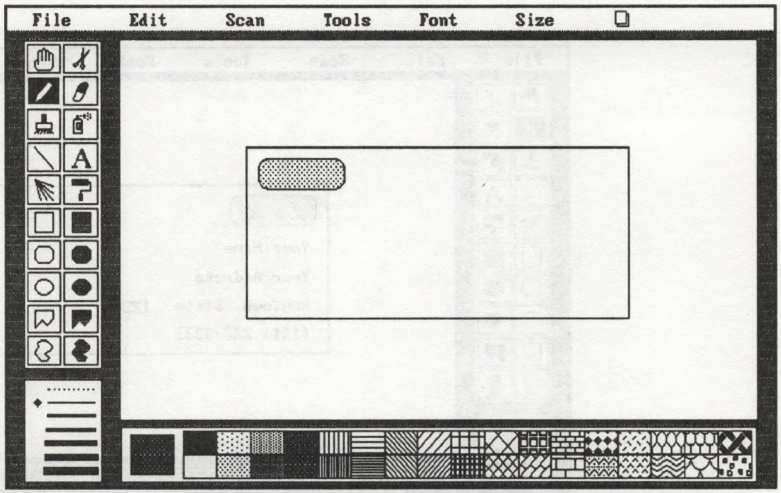
Lesson 7 - Create a Business Card

Let's create a personal business card using the Hollow and Filled Shape tools, the Text tool, and the **Font** and **Size** menus. For more information about the **Font** and **Size** menus, see *Chapter 3, Sections 3.8.5* and *3.8.6.*

Step 1: Draw the business card form. Select the Hollow Rectangle icon. Press and hold [■□□] while you drag the mouse to extend the rectangle border to about the size of a business card. Release [■□□] to secure the shape.

Step 2: Select a fill color. Select a light solid color in the Paint palette. You'll use this color to fill the rounded rectangle.

Step 3: Draw a filled rounded rectangle inside the hollow rectangle, as shown. Select the Filled Rounded Rectangle icon. Position the cursor inside the business card at the top-left corner. Press and hold [■□□] while you drag the mouse to create the Rounded Rectangle border as shown. Release [■□□] to secure the shape.



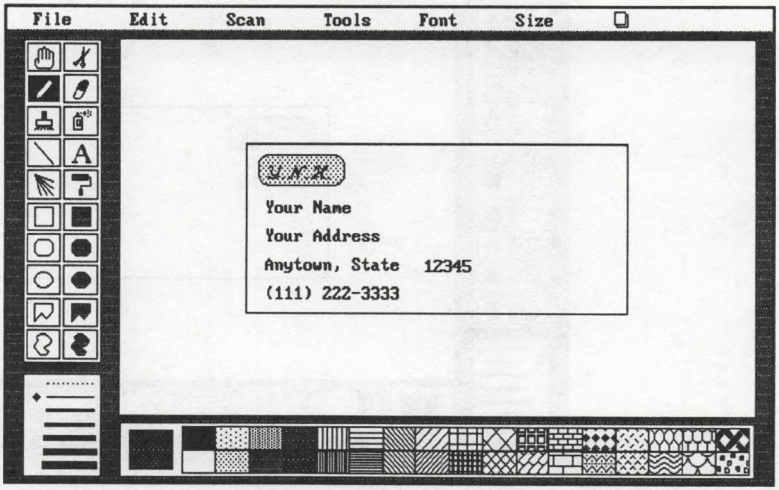
Step 4: **Select a font typeface, style and size.** Open the **Font** menu and select the **Script** typeface. Open the **Font** menu again and select the **Bold** style. Open the **Size** menu and select **18 pt.**

Step 5: **Type your initials inside the Filled Rounded Rectangle.** Select the Text icon. Position the text placement cursor inside the Filled Rounded Rectangle and click [■□□]. The Text cursor appears. Now, type your initials as shown.

Step 6: **Complete the business card as shown.** First, position the text placement cursor where you will type your name and click [■□□]. (If you do not reposition the text placement cursor and click [■□□] or press [↵Enter] *before* you select a new font attribute, the text you previously typed will be changed to the new font, style or size you select.)

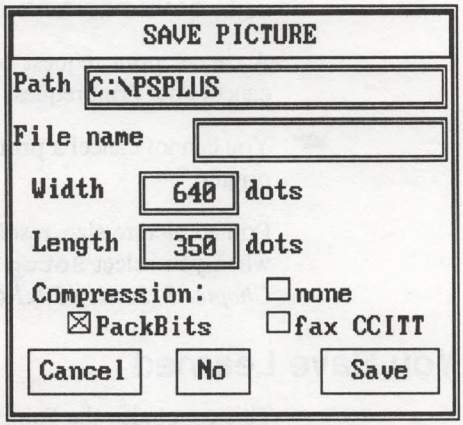
Open the **Font** menu and select **System**. The **System** font is only available in 12 pt size.

Type your name, then press [↵Enter]. Type your address and telephone number pressing [↵Enter] at the end of each line.



Task 2 - Save the Business Card

Step 5: Save the business card. Open the **File** menu and select **Save Picture**, or press (Alt)-(S). The **SAVE PICTURE** dialog box appears, as shown.



Step 2: Enter the path to save the picture. You type the drive and directory where you want to save the picture file to disk in the **Path** field.

Step 3: Name the picture file. Type a name for the picture file in the **File name** field. For more information about the other fields and options in the **SAVE PICTURE** dialog box, see *Chapter 3, Section 3.8.1.4*.

Step 4: Execute the Save Picture command. Click (■□□) on the **Save** command in the dialog box.

☛ **Do not clear the picture from the screen.**

Task 3 - Print the Business Card

Make sure your printer is turned on before you execute the print command. To print your business card, open the **File** menu and select **Print Picture** or press Alt-P. This sends the business card to the printer with the settings you set in the **SAVE PICTURE** dialog box in *Task 2*.

A cancel print request box appears. You can, if necessary, cancel your print request by pressing Esc.

☛ You cannot cancel a print request if you are using a PostScript printer.

Printed picture size, resolution, and page orientation can be set when you select **Setup Print** from the **File** menu. (See *Chapter 3, Section 3.8.1.6.*)

What You Have Learned

This concludes the PaintShow Plus hands-on tutorial. If you have completed the lessons and tasks in this tutorial, you have learned:

- How to load and exit the program.
- Areas on the main screen and the Auxiliary screen.
- The names and basic functions of the Toolbox tools.
- Basic drawing and coloring techniques.
- How to load, save, print, and clear a picture.
- Basic editing techniques.
- Special effect editing techniques.
- How to add text to your graphics.

For a more detailed information about the features of the PaintShow Plus program, see *Chapter 3, How PaintShow Plus Works.*

Chapter 3
How PaintShow Plus Works

This chapter is a reference guide to the PaintShow Plus program. Feature-by-feature it explains how the program operates. Beginning from how to start and exit the PaintShow Plus program, this chapter describes the screens, the menus, and commands. It also describes keyboard and mouse shortcut commands. Once you're acquainted with the basics, you'll probably refer to this chapter most.

This chapter is divided into several major sub-sections:

- *3.1 Start PaintShow Plus* - A description of the commands and parameters you use to start the program.
- *3.2 Exit PaintShow Plus* - A description of how to end the current session.
- *3.3 PaintShow Plus Screens* - A description of the areas on the main screen and the Auxiliary screen.
- *3.4 Mouse and Keyboard Actions* - A basic description of how the mouse and the keyboard work in the PaintShow Plus program.
- *3.5 The Toolbox* - A description of the 20 graphic tools.
- *3.6 The Line Widths Palette* - A description of how the Line Widths palette works.
- *3.7 The Paint Palette* - A description of how the Paint palette works.
- *3.8 The Main Screen Menu Bar* - A description of the menu commands.
- *3.9 Command Short Cuts* - A description of time-saving keyboard and mouse commands .
- *3.10 Auxiliary Screen Command Bar and Icons* - A description of the Auxiliary screen commands.

3.1 Start PaintShow Plus

You can start the PaintShow Plus program by typing either of the following commands from the directory where you installed the PaintShow Plus software:

PAINT [↵Enter] or

PSPLUS [↵Enter]

The following sections describe what happens when you start the program by issuing the **PAINT** or the **PSPLUS** command.

3.1.1 PAINT Command

PAINT is the command you type to execute the PAINT.BAT batch file. A batch file is a file with a .BAT extension that contains a list of DOS instructions you want to execute. When you execute a batch file, DOS looks at each line and executes the instruction or runs the program specified on that line just as if you had typed it in directly.

PAINT.BAT loads the graphics mode, printer, screen capture target drive, printer port settings that you specified when you ran the installation program. It also loads CATCH.COM into resident memory. It also loads PSPLUS.EXE with parameters that you can specify at the DOS command line.

The PAINT.BAT file with the default settings looks like this:

```
SET GRAFMODE=
CATCH -P5 -DC -NLPT1
PSPLUS %1 %2 %3 %4
```

SET GRAFMODE= Indicates the default Automatic Detect Mode setting. See *Appendix A* for a list of graphics modes supported by the Automatic Detect Mode.

CATCH Loads the CATCH utility. The utility must be resident for you to perform graphic screen captures or print. (See *Chapter 4, How Catch Works.*)

-P Lets you specify a printer setting. Where **5** indicates the number of the printer selected from the Printer Setup Menu screen – Epson EX, FX, JX, LX. (See *Appendix A* for other available printer settings.)

-D Lets you specify a capture target drive where you want to save screen captures. Where **C** indicates drive C.

-NLPT1 Lets you specify a printer port setting. You can specify LPT1, LPT2, LPT3, COM1 or COM2.

PSPLUS Starts the PaintShow Plus program. (*See the next section.*)

%1 %2 %3 %4 Specifies replaceable parameters that you can add when you start the program with the **PAINT** or **PSPLUS** commands. (See *Section 3.1.3.*)

3.1.2 PSPLUS Command

PSPLUS is the command you type to execute the PaintShow Plus program's executable file – `PSPLUS.EXE`. This file starts the PaintShow Plus program. You must load the following manually *before* you start the PaintShow Plus program by issuing the **PSPLUS** command:

- CATCH
- Your printer type
- The capture target drive

You can also specify a file to be loaded with the **PSPLUS** command, as described on the next page.

☛ If you load `PSPLUS.EXE` without CATCH, then **Print Picture** in the **File** menu is not available for you to use, and you cannot print. So, start the PaintShow Plus program with the **PAINT** command if you want to print.

3.1.3 PSPLUS Parameters

This section describes the replaceable parameters you can enter to start the PaintShow Plus program. The following table shows how the PaintShow Plus program replaces the parameters:

%1	**/P**	Path
%2	**<Path>**	Path Statement
%3	**/D**	DOS Commands
%4	**<Filename>**	File

Parameters can be in any order, except that the **<PATH>** statement must follow the **/P** variable command and the **<Filename>** parameter must be entered last. For example, type:

PSPLUS /P <Path> /D <Filename> [↵Enter]

/P <PATH> Lets you specify a path to save screen captures. The path statement must follow **/P**. For example, type:

PSPLUS /P C:PSPLUS/TIF [↵Enter]

/D Lets you use **DOS Commands** in the **File** menu. For example, type:

PSPLUS /D [↵Enter]

If you do not enter the **/D** parameter, the **DOS Commands** option is shaded, and you cannot use it. The **DOS Commands** option reserves 36K of memory for a DOS shell. You can execute DOS commands without quitting the PaintShow Plus program. For more information about the **DOS Commands** option, see *Section 3.8.1.12.*

<Filename> Lets you start the PaintShow Plus program with the file that you specify loaded on the drawing board. You do not have to include the .TIF file extension.For example, type:

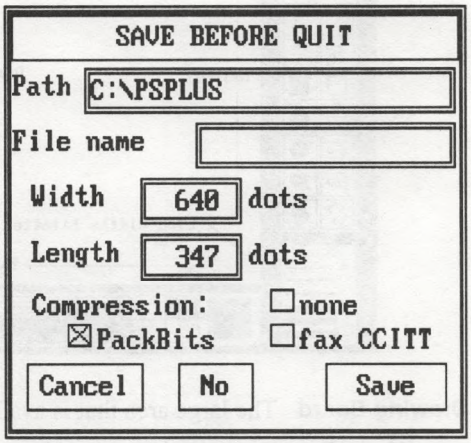
PSPLUS HAND [↵Enter]

The HAND.TIF picture file appears on the drawing board when you first start the program.

3.2 Exit PaintShow Plus

To exit the PaintShow Plus program, open the **File** menu and select **Quit** or press Alt-Q. This ends your current session and returns you to the DOS prompt.

If you try to quit the program with a new picture or one that has been modified on the drawing board, the **SAVE BEFORE QUIT** dialog box appears.

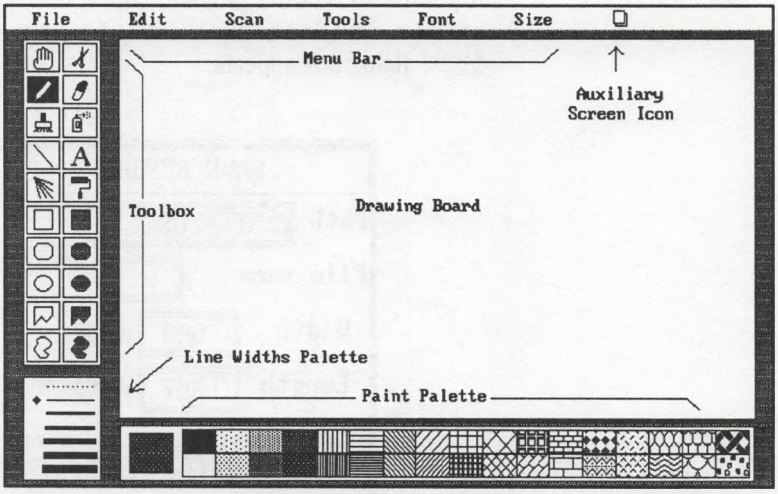


SAVE BEFORE QUIT box lets you save the current picture to disk before you quit. It also lets you quit the program without saving the current picture. For a detailed description of **SAVE BEFORE QUIT**, see *Section 3.8.1.14*.

3.3 PaintShow Plus Screens

3.3.1 The Main Screen

The main screen includes the following areas:



Drawing Board The large area that is available to draw, paint, or edit a picture.

Menu Bar Displays the menu titles across the top of the screen.

Toolbox Contains the tools to draw, paint and edit your picture.

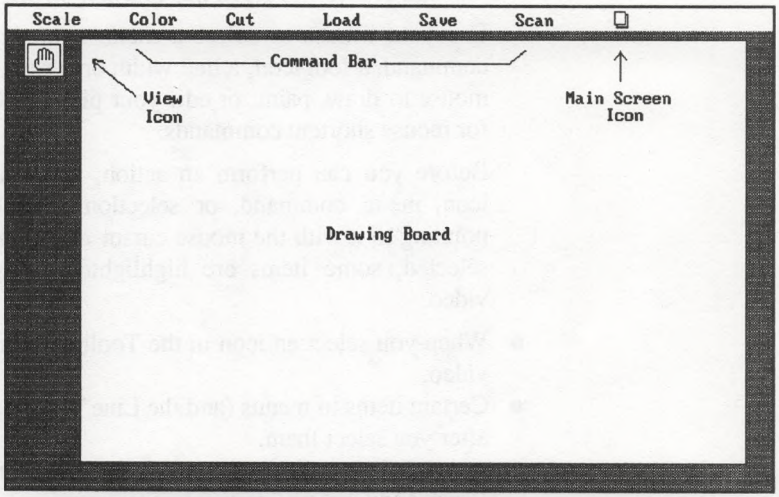
Line Widths Palette Shows the available line and border widths. A ♦ marks the current line width. The current pencil and border color is shown in the line widths area.

Paint Palette Shows the available paint colors, shades, and patterns. The current selection is shown in the large display box at the left in the palette.

Auxiliary Screen Icon Takes you to the Auxiliary screen where you can scale, cut, load, scan, view or define an area of a picture to be colored or saved.

3.3.2 The Auxiliary Screen

The Auxiliary screen lets you perform some operations that you cannot perform on the main screen. To go to the Auxiliary screen, click [■□□] on the Auxiliary screen icon, or click [□□■] anywhere in the menu bar area. For more information about the Auxiliary screen commands, see *Section 3.10*. The Auxiliary screen includes the following areas.



Command Bar Displays the command titles across the top of the screen.

Drawing Board The large area on the screen where you can scale, cut, load, scan, view, or define an area of a picture to be colored or saved.

View Icon Lets you change the view area of a picture (created on the Auxiliary screen) that is too large for the main screen drawing board. The View icon has no effect if your picture is smaller than the main screen drawing board.

Main Screen Icon Takes you to the main screen.

3.4 Mouse and Keyboard Actions

3.4.1 Using the Mouse

Your mouse is the primary input device for most PaintShow Plus commands. You cannot run the PaintShow Plus program without a mouse and a compatible mouse driver. You can use a two-button [□□] or three-button [□□□] mouse. For a description of the mouse conventions and terms used in this manual, see *How to Read this Manual* on *page 3*.

Use your mouse to select a menu command, a dialog box command, a tool icon, a line width or a paint color. Use your mouse to draw, paint, or edit your picture. See *Section 3.9.2* for mouse shortcut commands.

Before you can perform an action, you must first select an icon, menu command, or selection . Select an item by pointing to it with the mouse cursor and click [■□□]. When selected, some items are highlighted or appear in reverse video.

- When you select an icon in the Toolbox, it appears in reverse video.
- Certain items in menus (and the Line Widths palette) show a ♦ after you select them.
- A small box appears around a selected item in the Change Brush and Change Spray selection boxes.
- A Paint palette selection appears in the larger box at the left in the palette.

3.4.2 Using the Keyboard

Use the keyboard to execute a menu command with an underlined letter. For instance, to select **New Picture** in the **File** menu, press [Alt]-[N] .

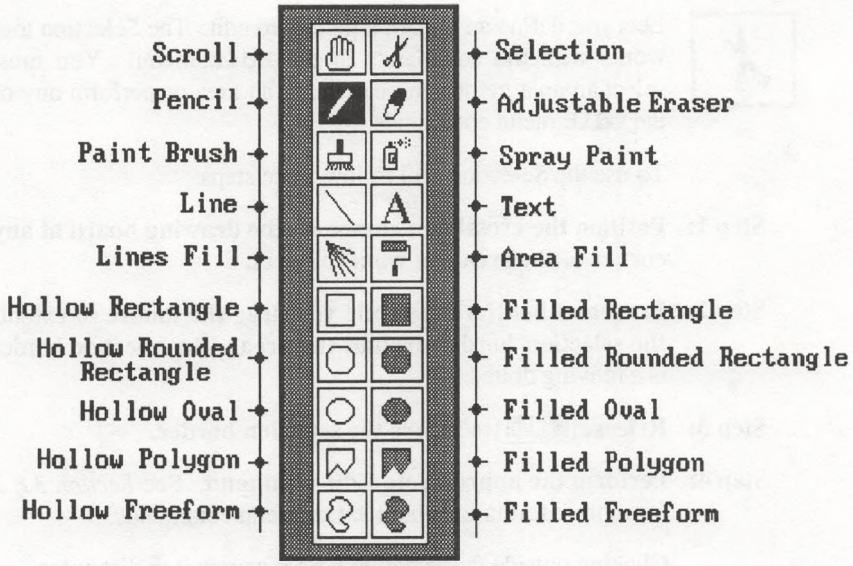
Use your keyboard to:

- Type text on your picture after you select the Text icon.
- Type text in a dialog box text field.
- Type commands from the DOS shell command line when you select **DOS Commands** from the **File** menu.

3.5 The Toolbox

The Toolbox consists of 20 graphics tools. An icon or picture of each tool appears in the Toolbox.

Select a tool by pointing to its icon and clicking [■□□]. The tool you select is then highlighted in the Toolbox and is ready to use as soon as you move the cursor onto the drawing board. This section defines the Toolbox and describes how each tool works.



3.5.1 Scroll

Lets you move a picture or a selected area of a picture on the drawing board. When you position the cursor on the drawing board, the Scroll (hand) cursor appears. See *Section 3.5.12, Toolbox Cursors.*

To use the Scroll tool, press and hold [■□□] while you drag the mouse to scroll a picture or selected area. Release [■□□] to fix the position.

3.5.2 Selection

Lets you define an area of a picture to edit. The Selection tool works with the commands in the **Edit** menu. You must select an area before you can move an area or perform any of the **Edit** menu commands.

To use the Selection tool follow these steps:

Step 1: **Position the crosshairs cursor on the drawing board at any corner of the area you want to select.**

Step 2: **Press and hold [■□□] while you drag the mouse to extend the selection border around the area.** The selection border is a moving dotted line.

Step 3: **Release [■□□] to secure the selection border.**

Step 4: **Perform the appropriate Edit command.** See *Section 3.8.2* for more information about **Edit** menu commands.

Clicking outside the selection border causes it to disappear.

3.5.3 Pencil

Lets you draw a freehand line on the drawing board in the current line color.

To draw with the Pencil tool, press and hold [■□□] while you drag the mouse. Release [■□□] to lift the pencil and stop drawing.

You should know the following about the Pencil tool:

- The Pencil icon is highlighted when you first load the PaintShow Plus program. When you clear the software title box, the pencil cursor appears on the drawing board.
- The current line color, that shows in the Line Widths palette, determines the Pencil line color. To change the line color, click [□□■] on a solid color in the Paint palette.
- The current line width has no effect on the Pencil tool.
- To draw straight horizontal and vertical lines, press [⇧Shift]-[■□□] while you drag the mouse to draw.
- Clicking [■□□] a second time on the Pencil icon lets you enable the **Magnify** mode. See *Section 3.8.4.1* for more information about the **Magnify** command.

3.5.4 Adjustable Eraser

Lets you erase an area of your drawing.

To use the Adjustable Eraser, position the cursor over the area you want to erase. Press and hold [■□□] while you drag the mouse back and forth to erase what's under the cursor. Release [■□□] to lift the eraser.

You should know the following about the Adjustable Eraser tool:

- To adjust the size of the eraser, press and hold [□□■] while you drag the mouse. Dragging the mouse up diagonally to the left shrinks the eraser. Dragging the mouse down diagonally to the right enlarges the eraser. Release [□□■] to secure the size.

- To clear the current picture from the drawing board, click [■□□] a second time on the eraser icon. This is the same as selecting **Clear Picture** from the **File** menu or pressing [Alt]-[C]. If you try to clear a new picture or one that has been modified, the **SAVE BEFORE ERASE** dialog box appears. See *Section 3.8.1.7* for more information about **SAVE BEFORE ERASE**.

- **Grid** in the **Tools** menu lets you can erase on the lines of an invisible grid. See *Section 3.8.4.7*.

Other Ways to Erase

- Select the white color from the Paint palette, then use the Paint Brush, Pencil, Spray Paint, or Area Fill to color the area.

- To erase pixels in a straight line in **Magnify** mode, press [⇧Shift]-[□□■] while you slowly drag the mouse.

- To erase a large rectangular area, use the filled rectangle with the white pattern and no border (the dotted line selection in the Line Widths palette).

3.5.5 Paint Brush

Lets you make freehand brush strokes in the current paint color.

To use the Paint Brush tool, press [■□□] while you drag the mouse to paint. Release [■□□] to lift the brush and stop painting.

You should know the following about the Paint Brush tool:

- The current Paint palette selection determines the brush stroke color. To select a new paint color, point to a solid color, shade or pattern in the Paint palette and click [■□□].
- To change the brush cursor shape, click [■□□] a second time on the Paint Brush icon. This is the same as selecting **Change Brush** from the **Tools** menu. A selection box with 20 brush options appears. Click any mouse button on an option to select it and cause the selection box to disappear.
- To paint in straight horizontal and vertical lines, press and hold [⇧Shift]-[■□□] while you drag the mouse.
- To paint in a transparent mode, press and hold [Alt]-[■□□] while you drag the mouse to paint. You see through the color that you paint. Release [Alt]-[■□□] to lift the brush and stop painting.

3.5.6 Spray Paint

Lets you spray paint freehand in the current paint color. The Spray Paint tool is perfect for drawing clouds, shading, or air brushing.

To use the Spray Paint tool, press and hold [■□□] while you drag the mouse to spray paint. Release [■□□] to stop spraying.

You should know the following about the Spray Paint tool:

- The current Paint palette selection determines the spray color. To select a new color, point to a color, shade or pattern in the Paint palette and click [■□□].
- To change the spray width, click [■□□] a second time on the spray can icon. This is the same as selecting **Change Spray** from the **Tools** menu. A selection box appears with four spray width selections. Click any mouse button on an item to select it and cause the selection box to disappear. on your selection.
- To spray in a straight horizontal or vertical line, press and holding [⇧Shift]-[■□□] while you drag the spray can cursor.
- To spray in a transparent mode, press and hold [Alt]-[■□□] while you drag the mouse to spray. Release [Alt]-[■□□] to stop spraying.

3.5.7 Line

Lets you draw a straight line at any angle in the current line color. To use the Line tool, press and hold [■□□] while you drag the mouse to create the rubberband line. Release [■□□] to secure the line.

You should know the following about the Line tool:

- To draw straight horizontal, vertical, and 45-degree angle lines, press [⇧Shift]-[■□□] while you drag the mouse to draw.
- The current Line Widths palette selection determines line width. A ♦ marks the current selection. To change the current line width, click [■□□] on a desired width.
- The dotted line width in the Line Widths palette works the same as the thinnest line width.
- The current line color, that appears in the Line Widths palette, determines line color. To select a different color, click [□□■] on a solid color in the Paint palette.
- **Grid** in the **Tools** menu affects cursor movement when you use the Line tool. See *Section 3.8.4.7.*
- To undo a line, click [□□■] *before* you release [■□□] to secure it.

3.5.8 Text

Lets you add text to your drawing. The Text tool uses the **Font** and **Size** menus. The **Font** menu lets you choose from 8 typefaces in 6 styles (see *Section 3.8.5*). The **Size** menu lets you choose from 12 different point sizes (see *Section 3.8.6).*

To use the Text tool, follow these steps:

Step 1: Select the Text icon.

Step 2: Open the Font menu and select a font type.

Step 3: Open the Font menu again and select a font style.

Step 4: Open the Size menu and select a font size.

Step 5: Position the text placement cursor and click [■□□] **.**

Step 6: Type text and press [↵Enter] **.** This secures the text that you type.

You should know the following about the Text tool:

- Position the text placement cursor on the drawing board and click [■□□] *before* you can type text. See *Section 3.5.12*.
- You can change text (add, delete, undo, change font type, style or size) before it has been secured. Once you secured text by pressing [↵Enter], clicking a mouse button, repositioning the text placement cursor, or performing another command, you cannot change it.
- Use [← Backspace] to erase text that has not been secured.
- Use the Adjustable Eraser tool to erase text that has been secured.
- Text characters do not extend beyond the drawing board window when you type. Use the Scroll tool to reposition the picture on the drawing board, then type text.
- The current line color, that appears in the Line Width palette, determines text color.
- The **Grid** command affects the Text tool. See *Section 3.8.4.7*.

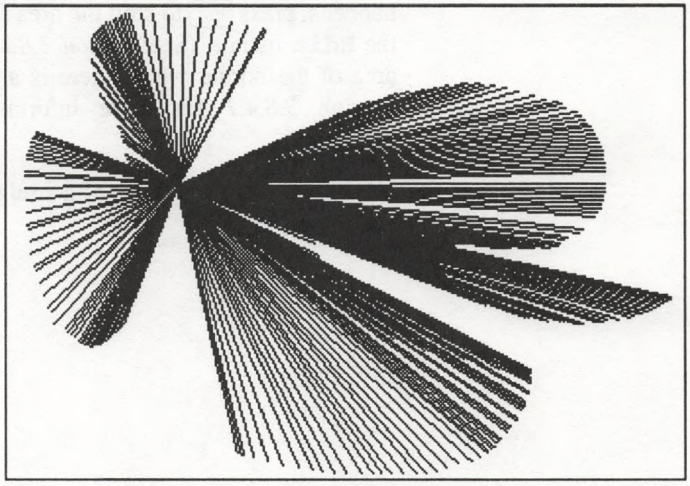
3.5.9 Lines Fill

Lets you draw dramatic line designs. To use the Lines Fill tool, follow these steps.

Step 1: Select the Lines Fill icon. Click [■□□] on the Lines Fill icon.

Step 2: Draw a line. Position the cursor on the drawing board. Click [■□□] to start the line. Drag the mouse to extend the rubberband line.

Step 3: Make the line fill design. Press and hold [■□□] while you drag the mouse in a circular motion to draw the line fill design like the one shown here.



- The current line color, that appears in the Line Widths palette, determines the Lines Fill color.
- The current line width *does not* affect the Lines Fill tool.

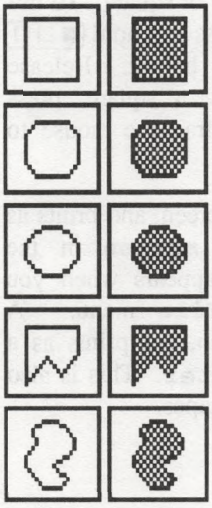
3.5.10 Area Fill

Lets you color a defined area of a picture in the current paint color. The fill area must be completely enclosed. To use the Area Fill tool, position the cursor inside the hollow area you want to fill and click [■□□]. This causes paint to spread and fill the whole area.

You should know the following about the Area Fill tool:

- The current Paint palette selection determines the Area Fill color. You can select solid colors, shades, or patterns.
- The fill area must be completely surrounded by pixels or dots. In other words, there can be no gaps or breaks in the border. If there is a gap in the border, paint will spill out from the hollow shape and cover the whole drawing board. If this happens, press [Esc] to stop the area fill. Then, select **Undo** in the **Edit** menu. (See *Section 3.8.2.1.*) Finally, magnify the area of the border where there is a gap and add pixels. See *Section 3.8.4.1* for more information on the **Magnify** command.
- You can change the color of a straight line with the Area Fill tool.

3.5.11 Hollow and Filled Shapes

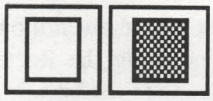


The hollow and filled shape tools let you draw hollow and filled regular and irregular shapes, including the Rectangle, Rounded Rectangle, Oval, Polygon, and the Freeform.

You should know the following about the hollow and filled shape tools:

- The color that shows in the Line Widths palette determines the border color of hollow and filled shapes.
- The current line width determines the border width of hollow and filled shapes.
- The current Paint palette selection determines the fill color of filled shapes.
- The dotted line width in the Line Widths palette lets you create filled shape without a border.
- The dotted line width does not affect hollow shapes. It is the same as the thinnest line width.
- To undo a shape, press [□□■] *before* you release [■□□] to secure it.
- To draw a filled shape in the transparent mode, press [Alt]-[■□□] while you drag the mouse to draw. The transparent mode lets you see through a filled shape. To secure a transparent shape, release [■□□], then release [Alt].
- **Grid** in the **Tools** menu causes the border of hollow and filled shapes to be drawn on the lines of an invisible grid. This helps you to draw uniform shapes.

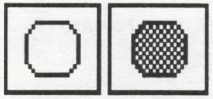
3.5.11.1 Rectangle



Lets you draw a hollow and filled rectangle or square. To use the Hollow and Filled Rectangle tools, press and hold [■□□] while you drag the mouse to create the border. Release [■□□] to secure the shape. To draw a square, press [⇧Shift]-[■□□] simultaneously while you drag the mouse to draw.

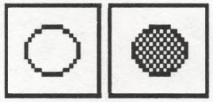
☛ The Rectangle looks like a square on the screen, and prints as a square if you select **match DPI: screen** in the **PICTURE SETTINGS** dialog box that appears when you select **Picture Settings** in the **File** menu. A Rectangle looks like a rectangle on screen, but prints as a square if you select **match DPI: printer**. This is also true for the Rounded Rectangle and Oval shapes.

3.5.11.2 Rounded Rectangle



Lets you draw a hollow and filled rounded rectangle or square. To use the Hollow and Filled Rectangle tools, press and hold [■□□] while you drag the mouse to create the border. Release [■□□] to secure the shape. To draw a rounded square, press and hold [⇧Shift]-[■□□] simultaneously while you drag the mouse to draw.

3.5.11.3 Oval



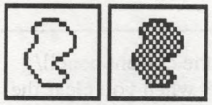
Lets you draw a hollow and filled oval or circle. To use the Hollow and Filled Oval tools, press and hold [■□□] while you create the border. Release [■□□] to secure the shape. To draw a circle, press [⇧Shift]-[■□□] simultaneously while you drag the mouse to draw.

3.5.11.4 Polygon

Lets you draw a hollow and filled polygon (a many-sided shape).

To use the Hollow and Filled Polygon tools, press [■□□] while you drag the mouse to create the first line. Release [■□□] to secure the first line. Drag the mouse to create the second line. Click [■□□] at each vertex or point of the polygon. Press any mouse button to close the polygon, or click [■□□] again on the starting point.

3.5.11.5 Freeform



Lets you draw a hollow and filled freeform shape.

To use the Hollow and Filled Freeform tools, press and hold [■□□] while you drag the mouse to draw. Release [■□□] to join the last point with the first point you made.

3.5.12 Toolbox Cursors

You'll see the following cursors when you use the Toolbox tools:

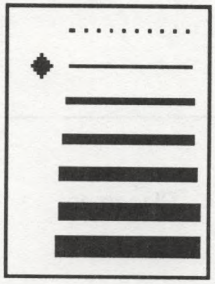
Cursor	Name	Used for
	Arrow	Selecting screen items, including Toolbox icons. Appears when you move the cursor off the drawing board area.
	Scroll	Scrolling another area of a picture into view or moving a selected area. Appears when you select the Scroll icon and position the cursor on the drawing board, and when you position the cursor inside the selection border.
	Pencil	Drawing freehand in the current pencil/ border color. Appears when you clear the software title box when you first load the program, and when you select the Pencil icon and position the cursor on the drawing board.
	Adjustable Eraser	Erasing an area of a picture that you rub the Adjustable Eraser over. Appears when you select the Adjustable Eraser icon and position the cursor on the drawing board. Adjust the size of the eraser cursor by pressing and holding [□□■] while you drag the mouse down to expand it, or up to shrink it. Release [□□■] to secure the eraser size.
	Paint Brush	Painting freehand on the drawing board in the current Paint palette selection. Appears when you select the Paint Brush icon and position the cursor on the drawing board. Change the cursor shape by selecting **Change Brush** from the **Tools** menu or by double clicking [■□□] on the Paint Brush icon.

Cursor	Name	Used for
	Spray Paint	Spray painting freehand in the current Paint palette selection. Appears when you select the Spray Paint icon and position the cursor on the drawing board. Change the spray width by selecting **Change Spray** from the **Tools** menu, and by double clicking [■□□] on the Spray Paint icon.
	Text Placement	Positions the placement of text on the drawing board when you click [■□□] . Appears when you select the Text icon and position the cursor on the drawing board.
	Active Text	Indicating the current cursor position when you type text on the drawing board. Text that you type appears in front of the Active Text cursor.
	Crosshairs	Positioning when you use the Selection, Line, Lines Fill, Area Fill, Hollow and Filled Shape tools. The Crosshairs cursor appears on the Auxiliary screen when you use the **Scale**, **Color**, **Cut**, **Load**, and **Save** commands.
	Magnifying Glass	Selecting an area of a picture to magnify or zoom in on to the pixel level. Appears when you double click [■□□] on the Pencil icon and position the cursor on the drawing board, or if you select **Magnify** from the **Tools** menu.

3.6 Line Widths Palette

The Line Widths palette, at the bottom-left corner of the main screen, contains an array of drawing line widths.

Click [■□□] on a line width to select it. A ♦ marks the line width that you select. The current line width affects lines that you draw with the line, hollow and filled shape tools.

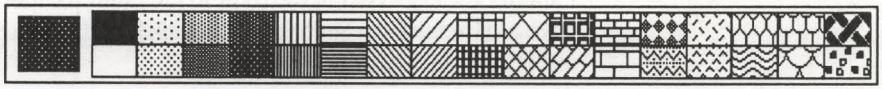


The dotted line width lets you draw a filled rectangle, rounded rectangle, oval, polygon, or freeform shape with no border. The dotted line width is like the thinnest line width when you draw hollow shapes and lines.

The current line color appears in the Line Widths palette. The line color affects the Pencil, Text, Line, Lines Fill, Hollow and Filled Shape tools. To select a new line color, click [□□■] on a solid color in the Paint palette. You cannot select a shade or pattern for line color.

3.7 Paint Palette

The Paint palette, along the bottom of the main screen, contains an assortment of solid colors, shades, and editable patterns. When you click [■□□] on a selection, it is displayed in the larger display box at the left in the palette.



3.7.1 Solid Colors

Solid colors are displayed at the left in the Paint palette. The number of available solid colors depends on your graphics adapter, and whether you are operating the program in color or in black and white. Click [■□□] on a solid color to select it.

You should know the following about solid colors:

- The current solid color selected in the Paint palette affects the Paint Brush, Spray Paint Area Fill, and filled shape tools.
- Only solid colors can be selected for line color which shows in the Line Widths palette. To select a new line color, click [□□■] on a solid color in the Paint palette. The current line color affects the Pencil, Text, Line, Lines Fill, Hollow and Filled Shape tools.

3.7.2 Shades

Shades are located at the middle of the Paint palette. Click [■□□] on a shade to select it. Shades, like solid colors, affect the Paint Brush, Spray Paint, Area Fill, and Filled Shape tools.

3.7.3 Patterns

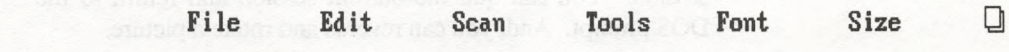
Patterns are displayed at the right in the Paint palette. Patterns have a particular design or motif. Click [■□□] on a pattern to select it.

You should know the following about patterns:

- The current pattern affects the Paint, Spray, Area Fill, and Filled Shape tools.
- To edit a pattern file, click [■□□] a second time on a pattern. This is the same as selecting **Edit Pattern** from the **Tools** menu. The **EDIT PATTERNS** dialog box appears. See *Section 3.8.4.2* for more information about editing patterns.
- To save an edited pattern, select **Save Patterns** from the **File** menu. If you do not save the edited pattern, you can not use it again after you quit the program. See *Section 3.8.1.11* for more information about the **Save Patterns** command.
- To cause a solid color or shade to replace the current pattern, click a second time on the selected pattern. The **EDIT PATTERNS** dialog box appears. Then, click [■□□] on a solid color or shade in the palette.
- To load a different pattern file in the Paint palette, select **Load Patterns** from the **File** menu. This displays the **LOAD PATTERN** dialog box. See *Section 3.8.1.10* for more information about the **Load Patterns** command.

3.8 Main Screen Menu Bar

This section provides a detailed description of the main screen menu bar. The menu bar extends across the top of the main screen. It contains the names of six menus and the Auxiliary Screen icon.



To select a menu, point to it, then press and hold [■□□]. This opens a pull-down menu. With [■□□] still pressed, drag the mouse down the menu to move the highlight on an command. Then, release [■□□]. You can also execute a pull-down menu command with an underlined letter by pressing [Alt] and the underlined letter. For instance, to execute the **Load Picture** command, press [Alt]-[P]. See *Section 3.9* for speed commands.

Some menu commands can be turned on or off when selected. A ♦ marks a command when it has been turned on.

When you execute some menu commands a dialog box appears. A dialog box is displayed when a selected menu command needs information from you in order to carry out a command. When you execute a change option command, for example, **Change Brush**, a selection box appears. A selection box lets you choose from an array of available options.

A shaded menu or a shaded pull-down menu command means that you cannot use it. For instance, the **Edit** menu commands are shaded until you select an area on the drawing board with the selection tool. The **Scan** menu is shaded if you have not installed the ScanMan™ hand-held scanner.

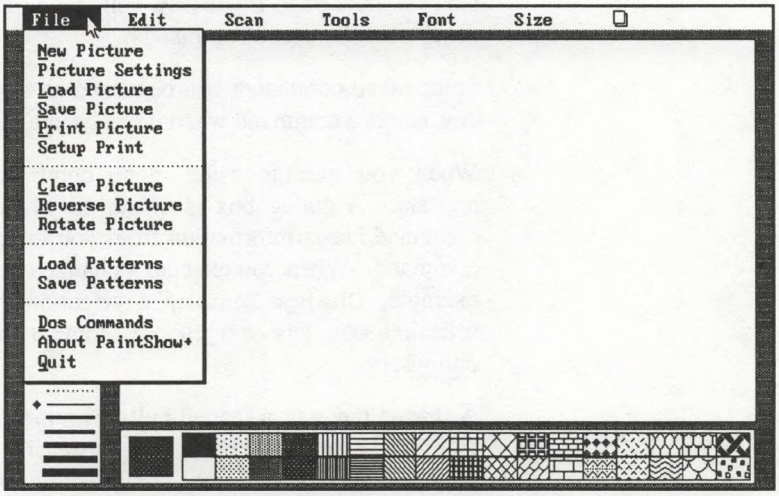
3.8.1 File Menu

The **File** menu, as shown below, lets you create, load, save and print a picture. You can also load and save a pattern file.

From the **File** menu, you can go to a DOS shell where you can perform DOS commands without quitting the current session. You can quit the current session and return to the DOS prompt. And, you can reverse and rotate a picture.

The **File** menu also lets you view the PaintShow Plus software title box which displays the current software version and copyright information.

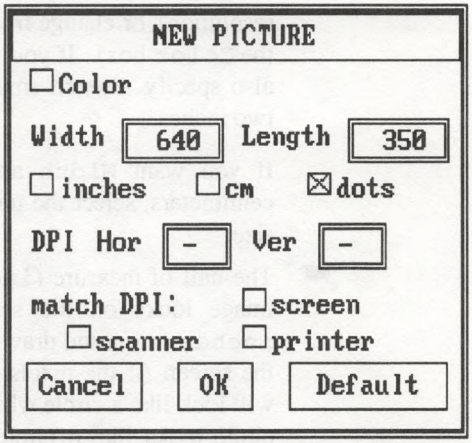
This section provides a detailed description of each of the **File** menu commands.



3.8.1.1 New Picture

Lets you specify the dimension and resolution settings for a new picture that you load or draw. Open the **File** menu and release [■□□] on **New Picture** or press [Alt]-[N]. This displays the **NEW PICTURE** dialog box.

If a new picture or one that has been modified is on the drawing board, the **SAVE BEFORE ERASE** dialog box appears. *See Section 3.8.1.7.*



Color Lets you load or draw a new picture in the color mode (the program default) or in the black and white mode. An **X** in the **Color** checkbox indicates that the color mode is turned on. You see the main screen in color. No **X** in the **Color** checkbox indicates the black and white mode. The main screen appears in black and white. Click [■□□] on the **Color** box to turn the color mode on or off.

You can create a larger picture in black and white mode, because a black and white picture uses less memory than a color picture.

Width, Length The **Width** and **Length** fields let you specify the size of a new picture. To change a setting, click ■❑❑ on the field. Press Del to clear the field in one keystroke, or ← Backspace to clear information from a field one character at a time. Then, type the dimension and press ↵Enter .

Maximum picture size is affected by the picture resolution, the amount of *available* RAM in your computer, and whether the picture is in color or in black and white.

The simplest way to make a picture wider or longer than its maximum size is to lower the **DPI Hor** and **Ver** (picture resolution), or change from color to black and white (uncheck the **Color** box). If you want to create a long banner, you can also specify a much smaller width (or length); for instance, two inches.

If you want **Width** and **Length** displayed in inches or centimeters, select the unit of measure *before* you specify the size.

☛ The unit of measure (**inches**, **cm**, or **dots**) affects how an image looks on the screen. For instance, if you select **inches** or **cm** and draw a circle, it might look like an oval on the screen (if the pixels on the screen are not square), but it will look like a circle when it's printed. If you use **dots**, the circle looks like a circle both on the screen and when it's printed.

inches, cm Displays **Width** and **Length** in inches or centimeters. The **DPI Hor** and **Ver** setting, and one of the **match DPI** settings is automatically selected for you when you select **inches** or **cm**. You can change the dpi selection if you wish.

dots Displays **Width** and **Length** in **dots** (pixels).

DPI Hor, Ver Lets you specify the **Hor** (horizontal) and **Ver** (vertical) resolution for a picture if you selected **inches** or **cm** as your unit of measure.

If the unit of measure is **dots** and you specify a resolution for **Hor** and **Ver**, or select any of the **match DPI** options, the unit of measure is automatically changed to **inches** or **cm**.

To specify **DPI** or picture resolution, enter the resolution you want (e.g., 150 by 150) in the **Hor** and **Ver** boxes; *or* select one of the **match DPI** options in the **NEW PICTURE** dialog box if you want to match your picture resolution to the screen, printer, or scanner (if you have the ScanMan™ Plus Scanner).

match DPI screen Matches picture resolution to the current screen resolution, which is determined by the video mode you're using.

match DPI scanner This option appears in the **NEW PICTURE** dialog box *only* if you have installed the ScanMan™ hand-held scanner. This option matches picture resolution to the current scanner resolution setting in the **Scan** menu.

Use this option when you want to scan an image into a picture and you want the resolution of the scanned image to match the resolution of the picture.

match DPI

printer Appears in the **NEW PICTURE** dialog box if you installed the PaintShow Plus program to work with your printer. This option matches picture resolution to the current printer resolution that's displayed in **SETUP PRINT** dialog box.

Most printers have multiple resolution settings (e.g., 60, 72, and 120). If you want the picture resolution to match a printer resolution other than the current one, change the printer dpi setting through the **Setup Print** command before you select this option.

☛ When you use the **PAINT** batch file command to load the PaintShow Plus program, you automatically load the CATCH program with the printer parameters that were chosen during installation. If however, you type **PSPLUS** to load the PaintShow Plus program, you must load CATCH first and specify the printer type you're using. If you don't, you won't be able to print and the **match DPI: printer** option is not available. See *Chapter 4, How CATCH Works.*

Cancel Lets you cancel your request to specify new picture parameters.

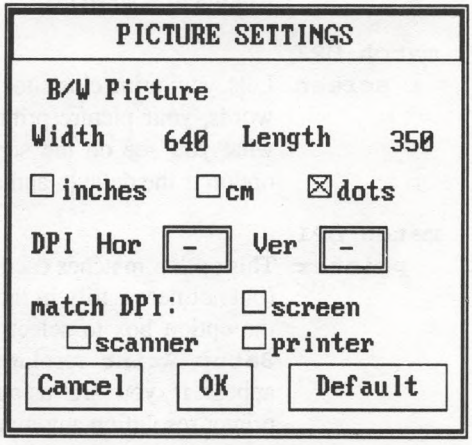
OK Confirms current settings for a new picture. When you click ■□□ on **OK**, the screen is cleared so that you can load or create a new picture.

Default Sets the default settings for all the options in the **NEW PICTURE** dialog box. If you want to use the default settings, click ■□□ on **Default**, then click ■□□ on **OK**.

3.8.1.2 Picture Settings

Lets you change the current picture settings – width, length, resolution, and aspect ratio. The default picture settings depend on your video mode. You save a picture with the current picture settings.

Open the **File** menu and release [■□□] on **Picture Settings**. This displays the **PICTURE SETTINGS** dialog box.



PICTURE SETTINGS tells you whether the current picture is in color or in black and white. It also tells you the dimensions of the current picture and lets you set the unit of measure, and lets you set the resolution of the current picture by specifying **DPI Hor** and **DPI Ver** measurements, or by selecting one of the **match DPI** options.

DPI Hor, Ver Lets you specify the **Hor** (horizontal) and **Ver** (vertical) resolution for a picture if you selected **inches** or **cm** as your unit of measure. If the unit of measure is **dots** and you specify a resolution for **Hor** and **Ver**, or select any of the **match DPI** options, the unit of measure is automatically changed to **inches** or **cm**.

To specify **DPI** or picture resolution, enter the resolution setting (e.g., 150 by 150) in the **Hor** and **Ver** boxes; *or* select one of the **match DPI** options to match the picture resolution to the screen, printer, or scanner (if you have the ScanMan™ hand-held scanner).

match DPI screen Lets you print close to the screen's aspect ratio. In other words, your picture prints in approximately the same size as what you see on the screen. The **match DPI: screen** option is the default, and an **X** appears in the box.

match DPI printer This option matches each picture pixel with your printer pixel (but not necessarily in the same aspect ratio). Click [■□□] in the option box to select it. The aspect ratio varies with the **Setup Print** resolution setting. This option does not appear if you are using a PostScript printer, because the printer resolution automatically matches the picture resolution.

match DPI scanner This option lets you print a scanned image at approximately the same size as the scanned image, though it may appear larger on the screen. This option box *only* appears in the **PICTURE SETTINGS** dialog box if you have installed the ScanMan hand-held scanner.

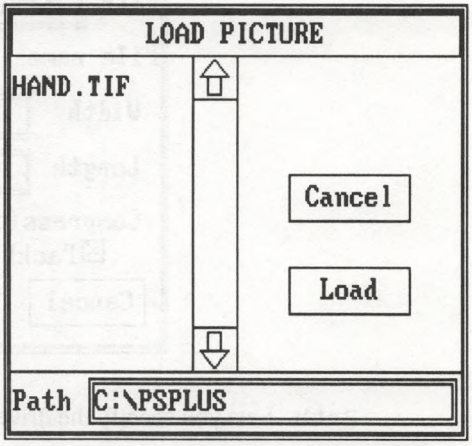
Cancel Lets you abandon your request to specify picture settings for the current picture.

OK Executes the **Picture Settings** command.

Default Lets you specify the default picture settings which depends on your video mode.

3.8.1.3 Load Picture

Lets you load a picture to display on the drawing board. Open the **File** menu and release [■□□] on **Load Picture**, or press [Alt]-[L]. This displays the **LOAD PICTURE** dialog box. When you load a picture file, a copy of it is displayed on the screen and the original remains unchanged on the disk. If you rename or modify the picture displayed, the original remains unchanged. If you try to load a picture while a new or modified picture is on the drawing board, the **SAVE BEFORE LOAD** dialog box appears.



Picture file names appear in the list box at the left. Click [■□□] on a filename to select it. Click [■□□] on the up or down arrows to scroll up or down the list.

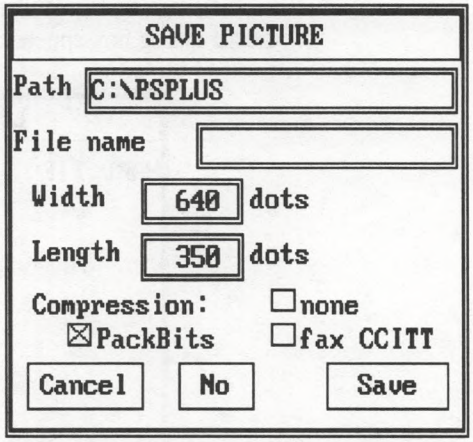
Path Lets you specify the drive and directory where you want to load a file from. Click [■□□] in the field to select it. Press [Del] to clear it. Type in a new path statement and press [↵Enter].

Load Lets you load a picture file. You can also double click [■□□] on a picture file name to load it.

Cancel Lets you abandon your **Load Picture** request and clear the dialog box. You can also press [Esc].

3.8.1.4 Save Picture

The **Save Picture** command lets you save a picture to disk with the current settings. The PaintShow Plus program saves pictures in the TIFF (tagged-image file format). It appends a file name with a `.TIF` extension. Open the **File** menu and release [■□□] on **Save Picture** or press [Alt]-[S]. This displays the **SAVE PICTURE** dialog box.



Path Lets you specify the drive and directory to save a picture file.

File name Lets you specify the name of the picture file you want to save.

Width, Length Lets you specify the size of the picture you want to save. The unit of measure is specified on the screen as **in**, **cm**, or **dots** (default). If you want to change the unit of measure, select **Picture Settings** from the **File** menu.

Saving a picture to a new size can be helpful if you want to import it to an application that doesn't let you resize a picture. If you need to save a file to a size that is too large to load back onto the main screen, load it onto the Auxiliary screen. Scale it to size with the **Scale** command, then go back to the main screen.

☛ Changing the size of an existing picture affects picture quality especially if you:

- Use a scale factor that is not a whole number.
- Change the ratio of width and height.
- Are using a scanned image that is dithered.

For example, if you want to change the size of a 2- by 3-inch picture, multiply each dimension by the same whole number.

If you change the ratio of your current dimensions, the proportion of the picture changes. Changing a 2- by 3-inch picture to 5 by 2 inches may give you undesired results.

To maintain the highest picture quality, specify the picture size through the **New Picture** command *before* you begin to draw it. This way, you will not have to scale the picture.

Compression: none Saves a picture in uncompressed TIFF format. Use this option if an application does not import a compressed file.

Compression: PackBits The default compression format. It uses TIFF Mac PackBits algorithm. A file compressed this way can be imported to most desktop publishing applications. Also, the TIF2PCX file conversion utility *only* converts files that have been saved in this format. So, if you need to convert to a .PCX file, make sure you begin with this compression type.

Compression: fax CCITT Compresses the picture using the CCITT algorithm, a format that can be used for fax transmissions.

Save Click [■□□] on **Save** to save the current picture to disk with the current settings.

No Click [■□□] on **No** to proceed without saving the current picture.

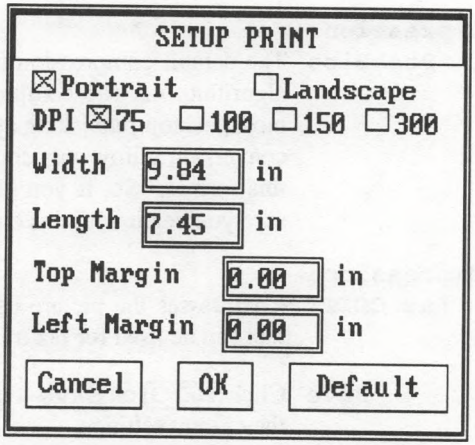
Cancel Click [■□□] on **Cancel** to abandon the **Save Picture** request.

3.8.1.5 Print Picture

Lets you send the picture on your screen to your printer. Open the **File** menu and release [■□□] on **Print Picture**. You can also press [Alt]-[P]. Press [Esc] to cancel a print job. You cannot cancel a print job if you have a PostScript printer. The **Print Picture** option is shaded in the **File** menu, if the CATCH utility program it not loaded in resident memory. See *Chapter 4, How CATCH Works.*

3.8.1.6 Setup Print

Lets you specify print settings before you send a picture to your printer. You can specify page orientation, picture size, resolution, or page setup. Open the **File** menu and release [■□□] on **Setup Print**. If the **Setup Print** option is shaded in the **File** menu, CATCH was not loaded before you started the PaintShow Plus program. See *Chapter 4, How CATCH Works.*



Portrait Lets you print a picture on the page vertically.

Landscape Lets you print a picture on the page horizontally.

DPI The resolution of your printout is determined by the printer's dpi (dots per inch). The default depends on the type of printer you're using and its lowest resolution.

To print your picture in draft mode (lowest resolution, fastest speed), check the lowest dpi available for your printer. For the highest quality printout, check the highest dpi available for your printer.

To change the **DPI** setting, simply click [■□□] on one of the available boxes.

You get the best output when the printer and the picture dpi settings match.

Width, Length Lets you change the size of the picture you print. You can specify any picture size if you have the appropriate paper size. The **Width** and **Length** options are specified in inches or centimeters.

To specify a new **Width** and **Length**, click [■□□] on the box, use [Del] or [← Backspace] to clear it, then enter a new dimension.

Top Margin, Left Margin These two options let you specify the position a picture prints on the page. The measurements can be specified in inches or centimeters.

The default for both **Top Margin** and **Left Margin** is **0.00**. This setting prints the picture in the top left corner of the page. To specify new margins, click [■□□] on the box, use [Del] or [← Backspace] to clear it, and type in the new measurement.

Cancel Cancels the **Setup Print** command.

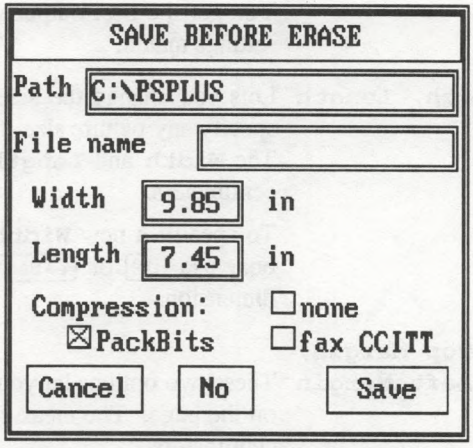
OK Executes the **Setup Print** command

Default Displays the default settings for all the options in the **SETUP PRINT** dialog box. Click [■□□] on **OK** after selecting the default command.

3.8.1.7 Clear Picture

Lets you clear a picture from the drawing board. Open the **File** menu and release [■□□] on **Clear Picture**, or press [Alt]-[C]. You can also double click [■□□] on the Adjustable Eraser icon in the Toolbox. The picture dimensions remain the same.

If the current picture is new or has been modified, the **SAVE BEFORE ERASE** dialog box appears.



Path Lets you specify the drive and directory where you want to save a picture before you erase the drawing board.

File name Lets you specify the name of the picture file.

Width, Length Lets you specify the size of the picture file in the current unit of measure.

Compression:

none Saves a picture in uncompressed TIFF format.

Compression:
PackBits This is the default compression format. See *Section 3.8.1.4.*

Compression:
fax CCITT Compresses the picture using the CCITT algorithm, a format that can be used for fax transmissions.

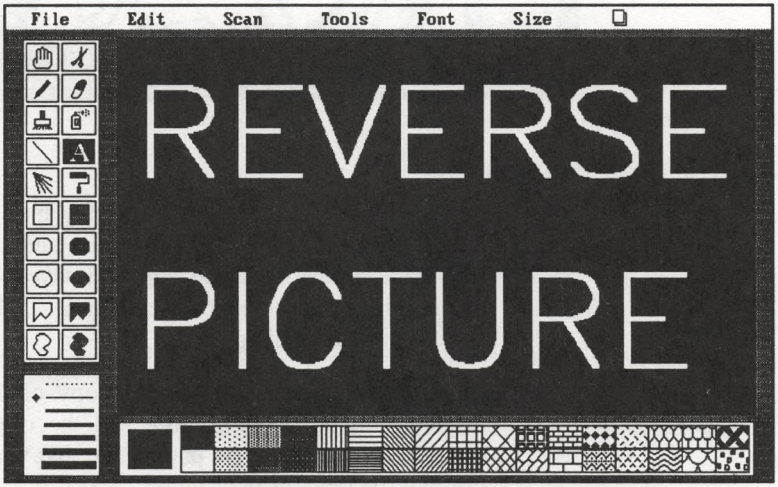
Cancel Lets you abandon the **Clear Picture** command request.

No Lets you erase the drawing board without saving the current picture.

Save Lets you save the current picture before you erase the drawing board.

3.8.1.8 Reverse Picture

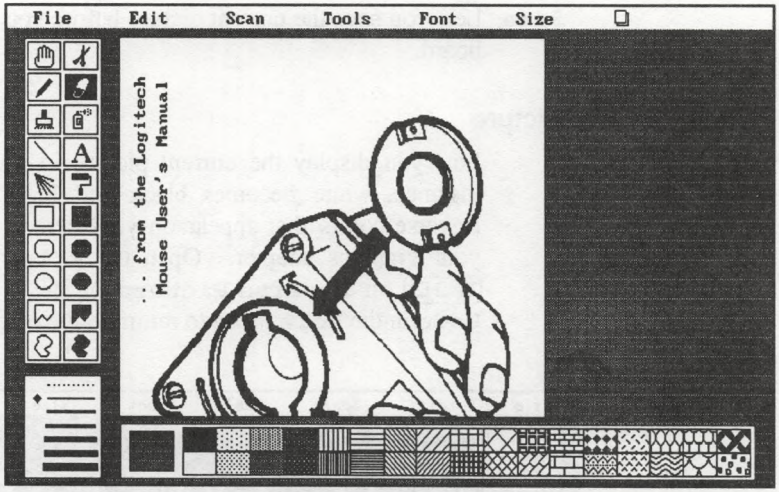
Lets you display the current picture in reverse video. For instance, white becomes black and black becomes white. Reverse colors that appear on your screen are dependent on your graphics adapter. Open the **File** menu and release [■□□] on **Reverse Picture** or press [Alt]-[R]. Select **Undo** in the **Edit** menu to return to the original color.



3.8.1.9 Rotate Picture

Lets you rotate the picture displayed on the drawing board 90 degrees counterclockwise.

Open the **File** menu and release [■□□] on **Rotate Picture** or press [Alt]-[O]. This can be very useful if you want to scan an image sideways and then rotate it after scanning, and when you scan an image that's larger than 4.1" wide.



3.8.1.10 Load Patterns

Lets you load a pattern file to display into the Paint palette. You can load existing PaintShow Plus pattern files, or you can load pattern files that you edit and save. Open the **File** menu and select **Load Patterns**. This displays the **LOAD PATTERN** dialog box.

When you load a pattern file, a copy of the pattern file is displayed in the Paint palette, and the original remains on disk. Rename and save a pattern file that you edit, so that the original file remains unchanged.

The PaintShow Plus program includes seven pattern files. The default pattern file that shows in the Paint palette depends on your video mode.

`ALPHA.PAT` Patterns composed of the 26 capital letters.

`ALPHACGA.PAT` Patterns composed of the 26 capital letters for CGA.

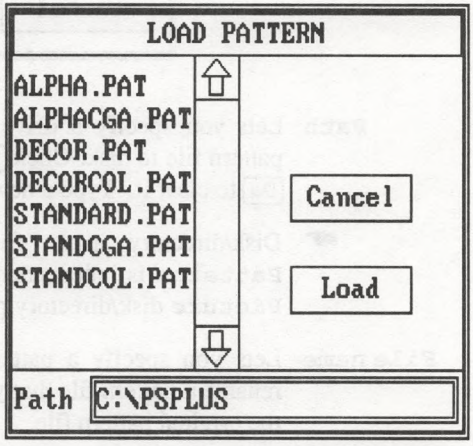
`DECOR.PAT` Black and white decorative patterns.

`DECORCOL.PAT` Color decorative patterns.

`STANDARD.PAT` The standard black and white pattern palette.

`STANDCGA.PAT` The standard CGA pattern palette.

`STANDCOL.PAT` The standard color pattern palette.



Pattern file names appear in the list box at the left in the dialog box. Click ■□□ on the up or down arrows to scroll up or down the list. Click ■□□ on a file name to select it.

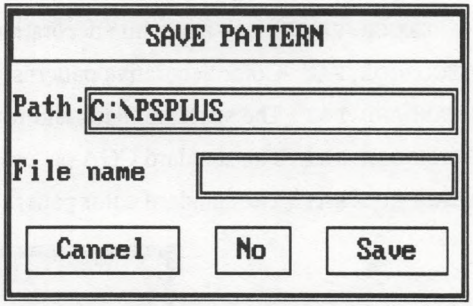
`Path` Lets you specify the drive and directory from which to load a pattern file. Click ■□□ in the text field to select it. Press Del to clear it. Type a new path statement and press ↵Enter .

`Load` Lets load the selected pattern file. You can also double click ■□□ on a filename to load it.

`Cancel` Lets you proceed without loading a pattern file. You can also press Esc .

3.8.1.11 Save Patterns

Lets you save a pattern file that you edit. Open the **File** menu and release [■□□] on **Save Patterns**. This displays the **SAVE PATTERN** dialog box.



Path Lets you specify a drive and directory to save the current pattern file to disk. Click [■□□] in the field to select it. Press [Del] to clear it. Type a new path statement, and press [↵Enter].

☛ Disk/directory path for **Load Patterns** or **Save Patterns** is independent of the **Load Picture** or **Save Picture** disk/directory path.

File name Lets you specify a pattern file name. You should always rename a pattern file that you edit. This way you can maintain the original pattern file.

Save Lets you save the current pattern file to disk.

No Lets you proceed without saving the current pattern file.

Cancel Lets you abandon the **Save Pattern** request and clear the dialog box. You can also press [Esc].

3.8.1.12 DOS Commands

Lets you go to a DOS shell from which you can perform standard DOS commands (e.g., DIR, COPY, ERASE, etc.) without quitting the PaintShow Plus program. The PaintShow Plus program reserves 36Kb of memory for the DOS shell.

To load the DOS shell, you must start the PaintShow Plus program with the **/D** parameter. If you do not include the **/D** parameter when you start the program, **DOS Commands** is shaded and you cannot use it.

At the DOS prompt, type:

PAINT /D [↵Enter]

Open the **File** menu and release [■□□] on **DOS Commands** or press [Alt]-[D]. This takes you to the DOS shell screen.

From the DOS shell, you can return to the PaintShow™ Plus main screen by typing:

EXIT [↵Enter]

If you want the **DOS Commands** option to be available each time you load the PaintShow™ Plus program, modify the PAINT.BAT file. To do this, type **/D** on the same line following the **PSPLUS** command. The command line in the batch file should look like this:

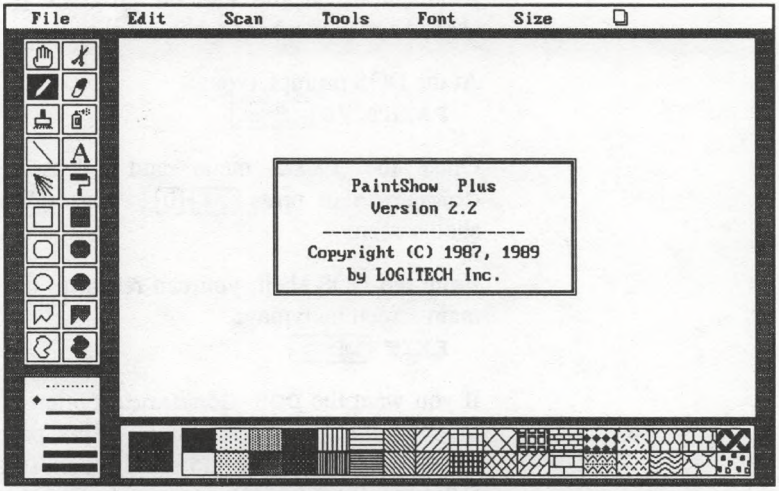
```
PSPLUS /D %1 %2 %3 %4
```

You can modify PAINT.BAT with a text editor or a word processor in the unformatted, ASCII text mode.

3.8.1.13 About PaintShow+

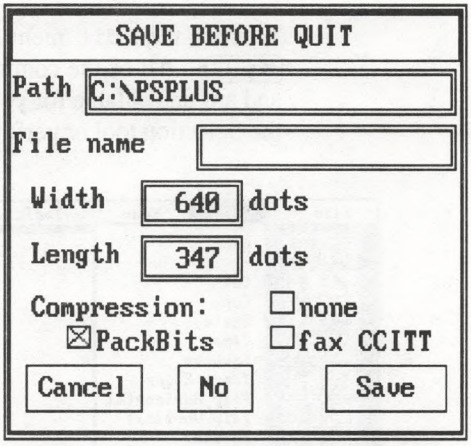
Displays the PaintShow Plus program title, version number and copyright information. Open the **File** menu and release ■□□ on **About PaintShow+**.

The software title block also appears when you first start the program.



3.8.1.14 Quit

Lets you quit the PaintShow Plus program and return to the DOS prompt. Open the **File** menu and release [■□□] on **Quit**. This displays the **SAVE BEFORE QUIT** dialog box.



Path Lets you specify the drive and directory where you want to save the current picture file before you quit the program.

File name Lets you specify the name of the picture file you want to save.

Width, Length Lets you specify the size of the picture file in the current unit of measure.

Compression: none Saves the current picture in uncompressed TIFF format.

Compression: PackBits This is the default compression format. See *Section 3.8.1.4*.

Compression: fax CCITT Compresses the picture using the CCITT algorithm, a format that can be used for fax transmissions.

Cancel Lets you abandon the **Quit** request.

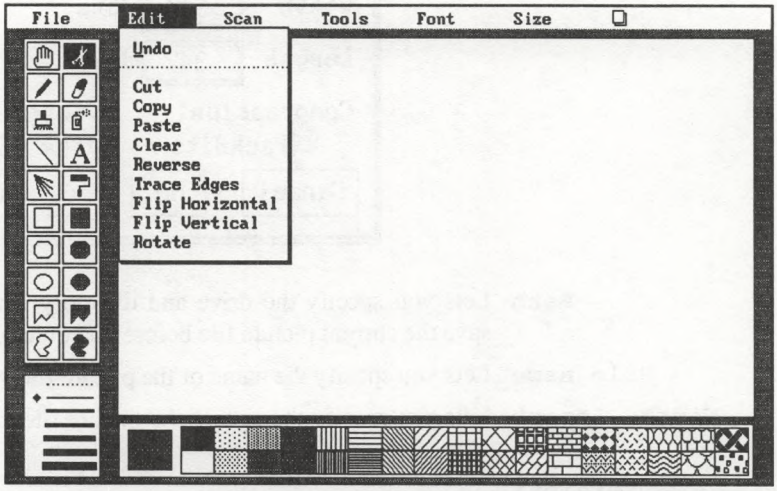
Save Lets to save the current picture before you quit.

No Lets you quit without saving the current picture.

3.8.2 Edit Menu

Lets you modify a selected area of the current picture. The **Edit** menu also lets you undo the last operation you perform. From the **Edit** menu you can also cut, copy, paste, clear, reverse, flip, rotate, and trace the edges of a selected area.

To open the **Edit** menu, point to **Edit** and press and hold [■□□]. All of the commands in the **Edit** menu are shaded and are unavailable for you to use *until* you select an area with the Selection tool or perform an action that uses one of them.



Cut, **Copy**, and **Paste** use a holding area called the "clipboard." **Cut** and **Copy** use the clipboard to store the selected area so that you can use **Paste** to put it in a different place on the current picture or in another picture file.

3.8.2.1 Undo

Lets you undo the *last* action you perform on your picture. If you undo an operation and immediately select the **Undo** command again, your picture appears again as it did before you selected **Undo** the first time.

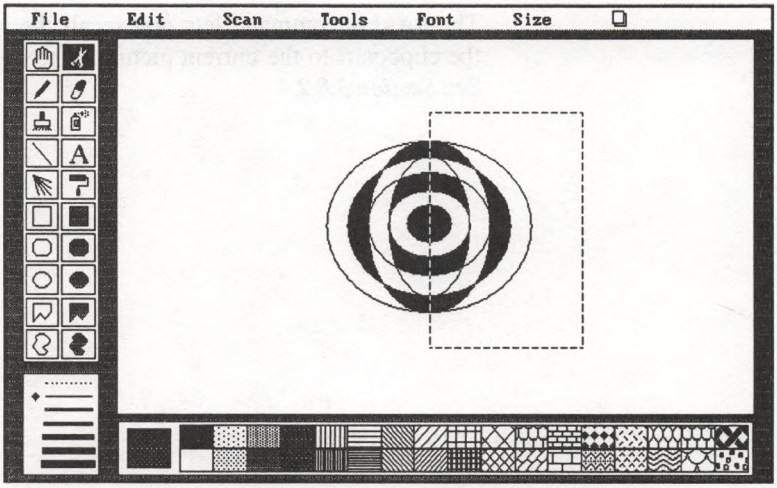
You can undo the last change to a selected area of a picture *only* if you select **Undo** before clicking outside the selection border.

☛ **Undo** does not apply to:

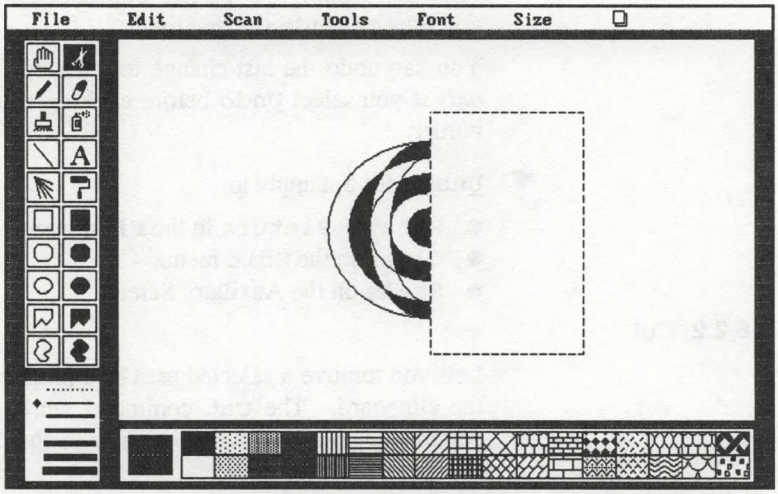
- **Rotate Picture** in the **File** menu.
- **Clear** in the **Edit** menu.
- **Scale** on the Auxiliary Screen.

3.8.2.2 Cut

Lets you remove a selected area of a picture and transfer it to the clipboard. The **Cut** command works with the **Paste** command. First, select an area with the Selection tool, as shown on the next page.



Then, open the **Edit** menu and release [■□□] on **Cut**. This removes the selected area from the picture and transfers it to the clipboard.



The **Paste** command lets you recall the selected area from the clipboard to the current picture or to another picture file. See *Section 3.8.2.4*.

3.8.2.3 Copy

Lets you copy a selected area of a picture to the clipboard. **Copy** works with the **Paste** command. **Paste** lets you recall the selected area from the clipboard to the current picture or to another picture file. If you want to keep the original picture unchanged, use **Copy** instead of **Cut**. See *Section 3.9.2* for the shortcut **Copy** command.

Follow these steps to copy and paste:

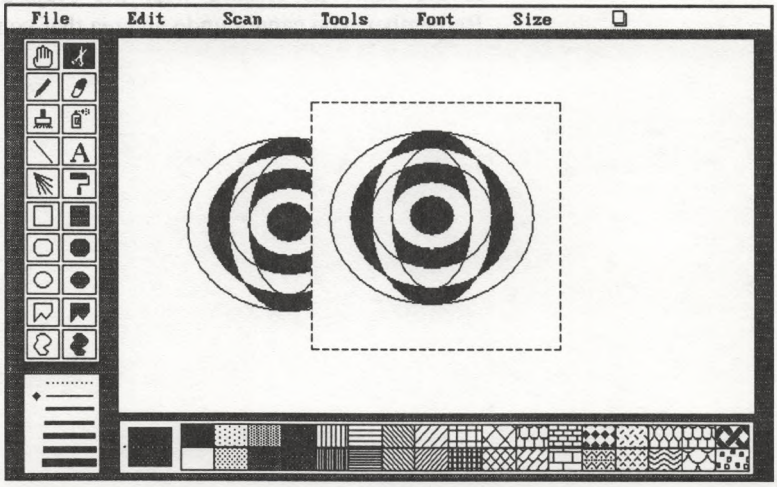
Step 1: Select the area. Select the Selection icon in the Toolbox. Position the cursor on the drawing board. Press and hold [■□□] while you drag the mouse to create the selection border.

Step 2: Select the Copy command. Open the **Edit** menu and release [■□□] on **Copy**.

Step 3: Select the Paste command. Open the **Edit** menu again and release [■□□] on **Paste**.

Step 4: Position the area. Position the cursor inside the selection border. The Scroll cursor appears. Press and hold [■□□] while you drag the mouse to move the copied area.

Step 5: Paste the copy. Click [■□□] outside the selection border.



3.8.2.4 Paste

Lets you copy the contents of the clipboard to the drawing board.

Paste works with the **Copy** and **Cut** commands. First, open the **Edit** menu and select **Copy** or **Cut**. Then open the **Edit** menu again and select **Paste**.

The area that you copied or cut appears on the drawing board in the selection border. This lets you move the area or perform an **Edit** menu command before you secure it. See *Sections 3.8.2.2* and *3.8.2.3*.

3.8.2.5 Clear

Lets you clear or erase a selected area. To clear a selected area, follow these steps:

Step 1: **Select the area you want to clear.** Select the Selection icon in the Toolbox. Position the cursor on the drawing board. Press and hold [■❑❑] while you drag the mouse to create the selection border.

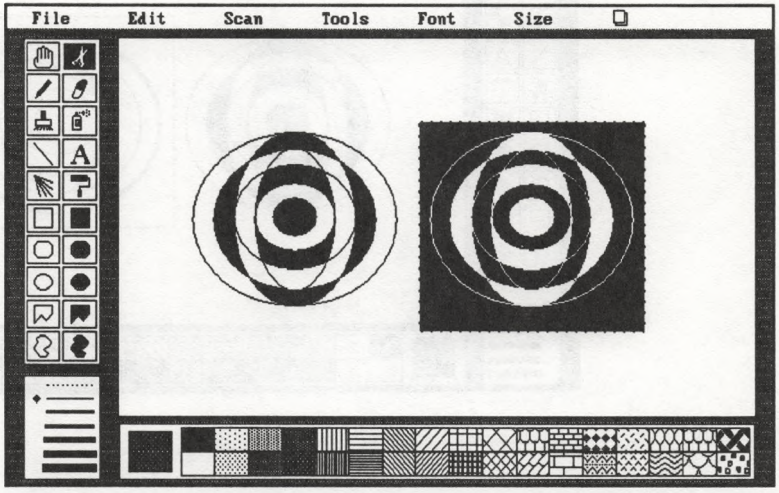
Step 2: **Select the Clear command.** Open the **Edit** menu and release [■❑❑] on **Clear**. This erases the selected area. This is the same as erasing with the Adjustable Eraser tool. Remember, you cannot undo an area that you clear.

3.8.2.6 Reverse

Lets you reverse the color of a selected area.

In the color mode, a reversed color appears with all of its color elements minus the primary color element. For example, red appears minus the red color element. Reversing an area in the color mode produces dramatic results. The colors that appear depend on your graphics mode.

First, select the Selection icon in the Toolbox. Position the cursor on the drawing board. Press and hold [■□□] while you drag the mouse diagonally to create the selection border. Finally, open the **Edit** menu and release [■□□] on **Reverse**.

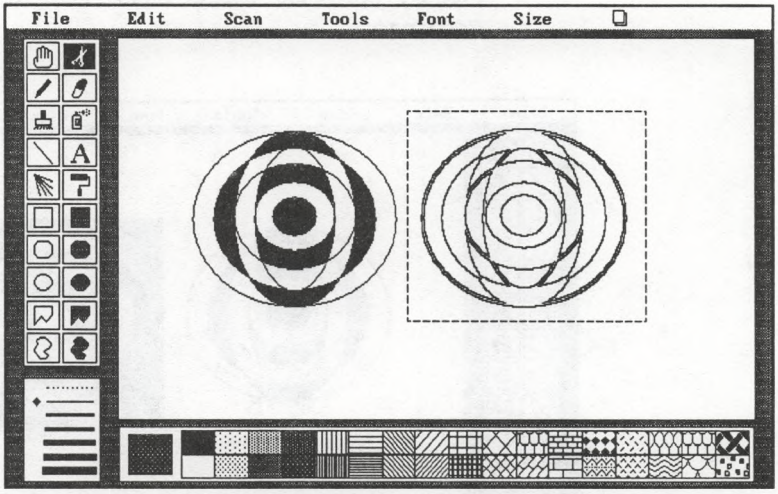


3.8.2.7 Trace Edges

Lets you outline graphics inside the selection border.

Trace Edges erases the solid portions of graphics, as shown below. You can convert logos, text, complex shapes, and clip art into line art.

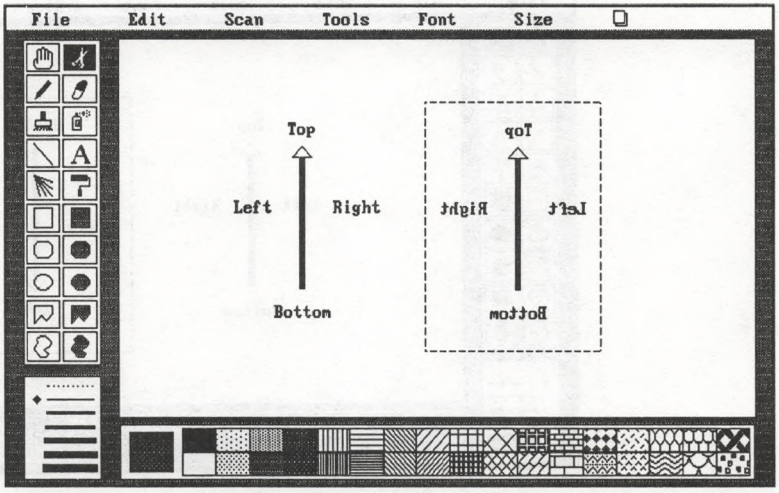
First, select the Selection tool in the Toolbox. Position the cursor on the drawing board. Press and hold [■□□] while you create the selection border. Finally, open the **Edit** menu and release [■□□] on **Trace Edges**.



3.8.2.8. Flip Horizontal

Lets you flip an area that you select from left to right.

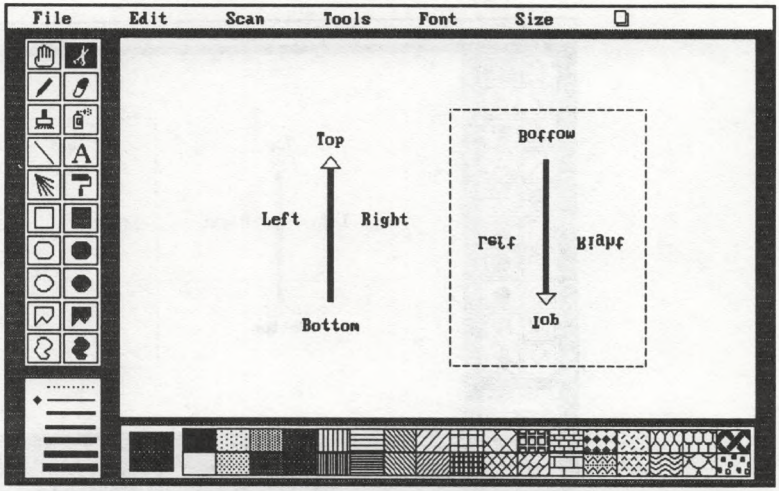
First, select the Selection icon in the Toolbox. Position the cursor on the drawing board. Press and hold [■□□] while you drag the mouse to create the selection border. Finally, open the **Edit** menu and release [■□□] on **Flip Horizontal**. The flipped area appears as shown.



3.8.2.9 Flip Vertical

Lets you flip an area that you select vertically.

First, select the Selection icon in the Toolbox. Position the cursor on the drawing board. Press and hold [■□□] while you drag the mouse to create the selection border. Finally, open the **Edit** menu and release [■□□] on **Flip Vertical**.



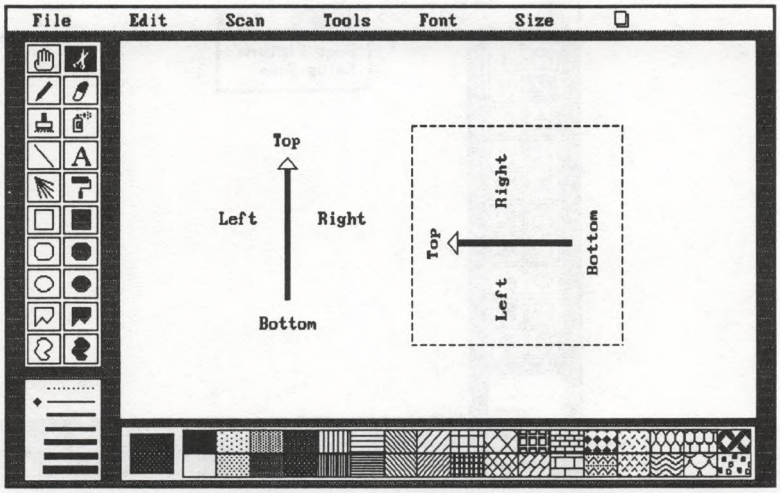
3.8.2.10 Rotate

Lets you rotate the selected area 90 degrees counterclockwise.

First, select the Selection icon in the Toolbox. Position the cursor on the drawing board. Press and hold [■□□] while you drag the mouse to create the selection border. Finally, open the **Edit** menu and release [■□□] on **Rotate**. Four consecutive rotations brings the selected area back to its original position.

Notice that the area looks squeezed vertically. This happens because of the screen's aspect ratio. There are fewer dots or pixels horizontally than there are vertically.

If after the rotation, the rectangle is larger than the drawing board, the part of the picture that extends beyond the drawing board window is lost.

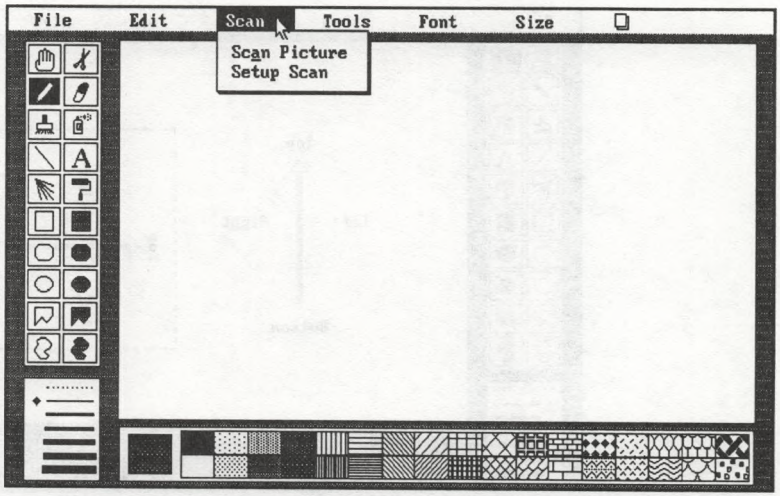


3.8.3 Scan Menu

The **Scan** menu lets you scan an image with a ScanMan™ hand-held scanner and set software settings for the image you scan. If you have installed the ScanMan scanner, you can use the **Scan** menu. If not, the **Scan** menu is shaded and you cannot use it.

To scan an image, select **Scan Picture** or press Alt-A. This activates your scanner. The screen appears in black and white, and you see the scan cursor on the drawing board as shown. To set software settings before you scan, select **Setup Scan**. This displays the **SETUP SCAN** dialog box.

For detailed information about PaintShow Plus scanner commands, see the *ScanMan™ User's Manual* or the *ScanMan™ Plus User's Manual.*

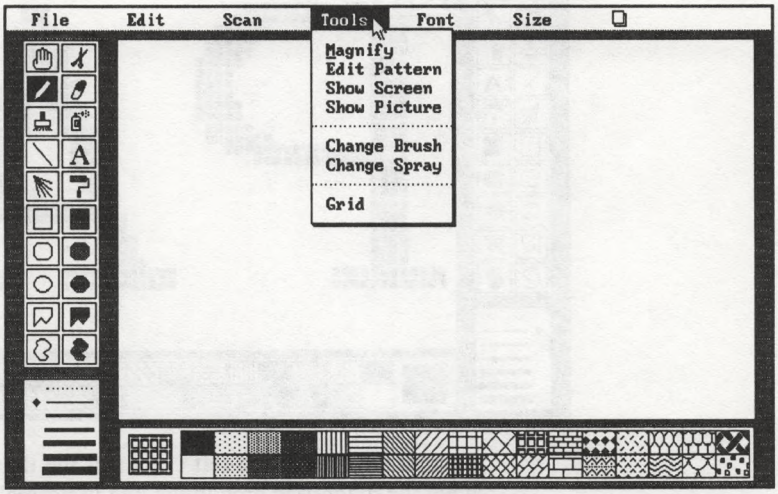


3.8.4 Tools Menu

The **Tools** menu lets you magnify a selected area of a picture to the pixel or dot level. It lets you edit a pattern that you select from the Paint palette.

The **Tools** menu also lets you display a picture without the boundaries of the main screen. It also lets you view the whole picture that is larger than the drawing board.

From the **Tools** menu, you can change the shape of the Paint Brush cursor and adjust the Spray Paint width. You can also enable a transparent grid that controls cursor movement when you draw and edit.

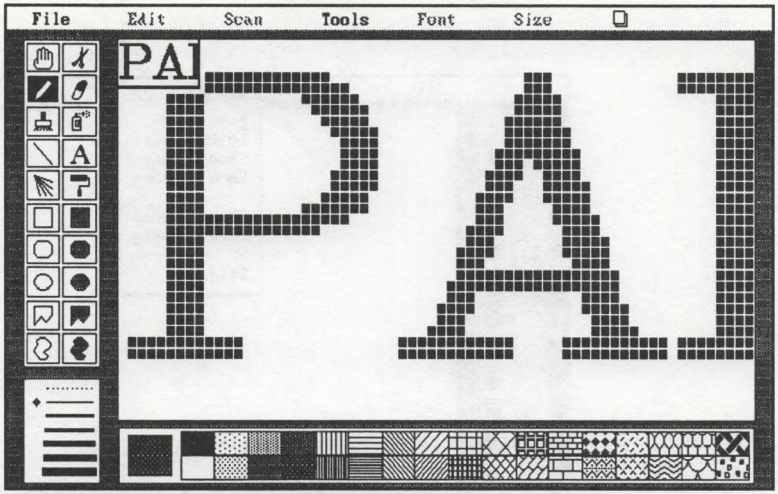


3.8.4.1 Magnify

Lets you zoom in on a small area of your picture. **Magnify** makes the area you select eight times larger so that you see each pixel or dot.

Open the **Tools** menu and release [■□□] on **Magnify** or press [Alt]-[M]. You can also double click [■□□] on the Pencil icon in the Toolbox.

The magnifying glass cursor appears on the drawing board. Position the cursor on the spot you want to magnify and click [■□□].



A view box in the top-left corner of the drawing board shows what the magnified area looks like in normal view.

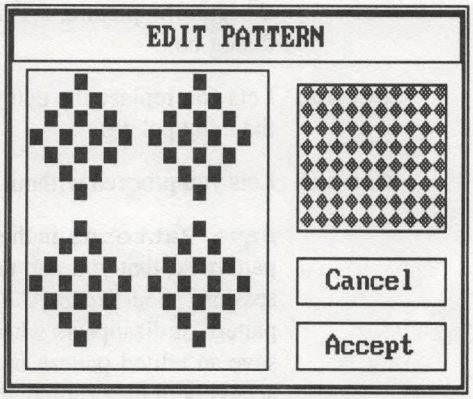
To add a pixel in the current line color, click [■□□]. To delete a pixel, click [□□■]. Press and hold [⇧Shift] and the appropriate mouse button to add or erase pixels in a straight line. To change the line color, click [□□■] on a solid color in the Paint palette.

To return to normal view, open the **Tools** menu and release [■□□] on **Magnify** or click [■□□] on the view box.

3.8.4.2 Edit Pattern

Lets you edit the current pattern in the Paint palette. Open the **Tools** menu and release [■□□] on **Edit Pattern**. You can also double click [■□□] on a pattern in the Paint palette. This displays the **EDIT PATTERN** dialog box.

If the **Edit Pattern** command in the **Tools** menu is shaded, the Paint palette selection cannot be edited. For instance, solid colors and shades cannot be edited.



A large edit box at the left lets you change the current pattern. Click [■□□] in the edit box to a add a pixel in the current line color that appears in the Line Widths palette. Click [□□■] to erase a pixel. Press [⇧Shift]-[■□□] or [⇧Shift]-[□□■] to add or erase pixels in a straight line. To change the line color, click [□□■] on a solid color in the Paint palette.

The view box at the right lets you see what the edited pattern looks like. Click [■□□] on **Accept** to load the edited pattern into the Paint palette. Click [■□□] on **Cancel** to abandon your **Edit Pattern** request.

You can edit a new pattern in the **EDIT PATTERN** dialog box without clearing it. To do so, click [■□□] on another editable pattern in the Paint palette. The new pattern shows in the dialog box and replaces the previous pattern.

You can select a solid color or pattern to edit and replace the current pattern. With the **EDIT PATTERN** dialog box displayed, click [■□□] on a solid color or shade.

You can also load an area of the current picture to edit and replace the current pattern. To do so, click [■□□] on a spot in the current picture. This displays the selected area in the dialog box.

Accept Lets you replace the edited pattern with the pattern selected in the Paint palette.

Cancel Lets you proceed without changing the current pattern.

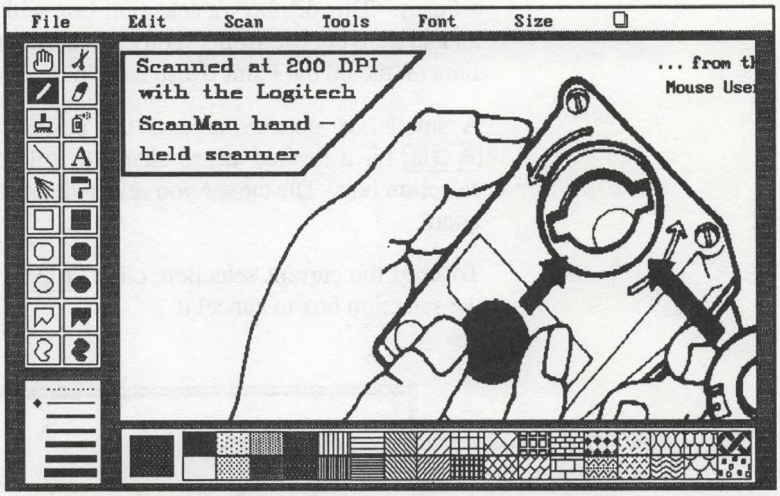
Save Patterns in the **File** menu lets you save an edited pattern so that you can use it again after you quit the current session. See *Section 3.8.1.11*. If you do not save an edited pattern, it disappears when you quit the program. You should save an edited pattern under a new filename so that you can access both the original and the edited pattern file.

3.8.4.3 Show Screen

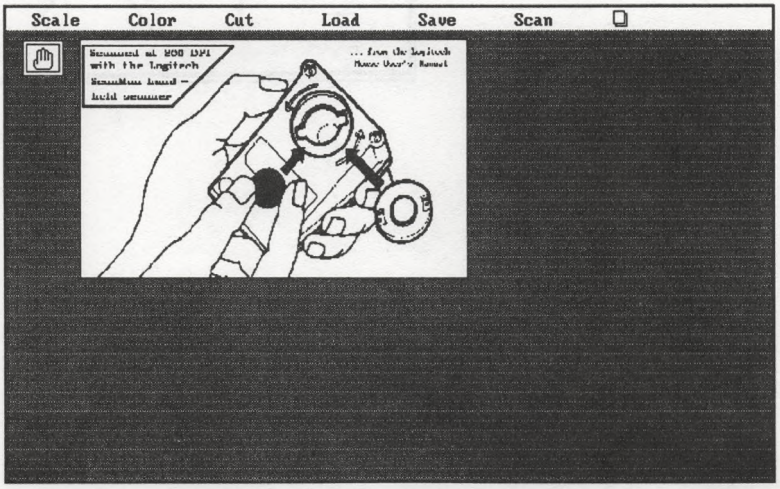
Lets you view the main screen without the menu bar, Toolbox, Line Widths palette, and the Paint palette. This is especially useful when you create a SlideShow presentation. (See *Chapter 5, How SlideShow Works.*) Open the **Tools** menu and release [■□□] on **Show Screen**. Click [■□□] on the drawing board to return to the normal display.

3.8.4.4 Show Picture

Lets you go from the main screen to the Auxiliary screen to view the whole picture.



Open the Tools menu and release [■□□] on **Show Picture**. This lets you view the whole picture.



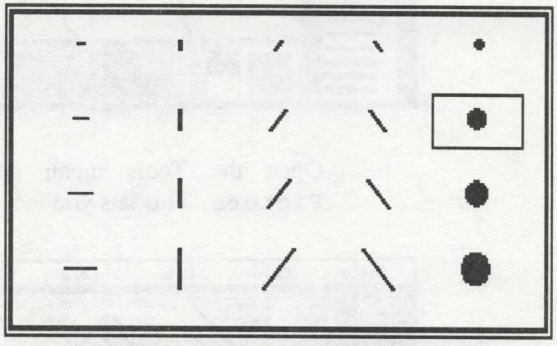
3.8.4.5 Change Brush

Lets you change the Paint Brush cursor.

Open the Tools menu and release [■□□] on **Change Brush**. This displays a selection box with 20 cursor shapes and sizes to choose from. You can also click [■□□] a second time on the on the Paint Brush icon in the Toolbox.

A small box appears around the current selection. Click [■□□] on a desired brush shape to select it and clear the selection box. The cursor you selected appears on the drawing board.

To keep the current selection, click [■□□] anywhere outside the selection box to cancel it.



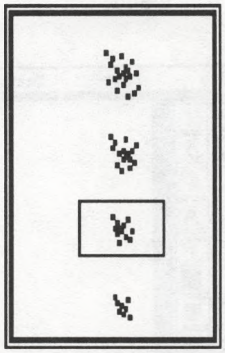
3.8.4.6 Change Spray

Lets you change the spray width of the Spray Paint tool.

Open the **Tools** menu and release [■□□] on **Change Spray**. You can also click a second time on the Spray Paint icon in the Toolbox.

This displays a selection box with four spray widths to choose from. A box appears around the current selection. Click [■□□] on the desired spray width to select it and clear the selection box.

To keep the current selection, click [■□□] anywhere outside the selection box to cancel it.



3.8.4.7 Grid

Turns on a transparent grid or template that controls cursor movement when you draw or edit a picture. This helps you to draw uniform graphics, and also to align graphics. Open the Tools menu and release [■□□] on Grid.

Grid affects cursor movement of the Selection, Adjustable Eraser, Line, Text, Hollow and Filled Rectangle, Rounded Rectangle, Oval and Polygon tools. Cursor movement occurs on the lines of the transparent grid.

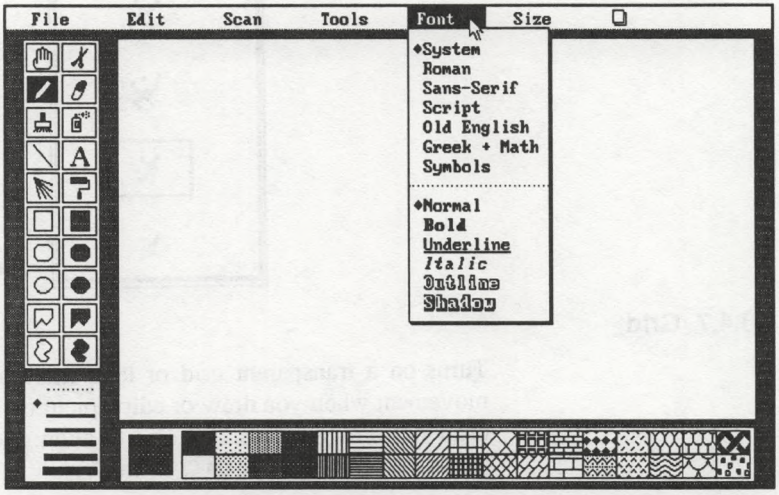
A ♦ marks **Grid** when it is on. Open the **Tools** menu and release [■□□] on **Grid** again to turn it off.

3.8.5 Font Menu

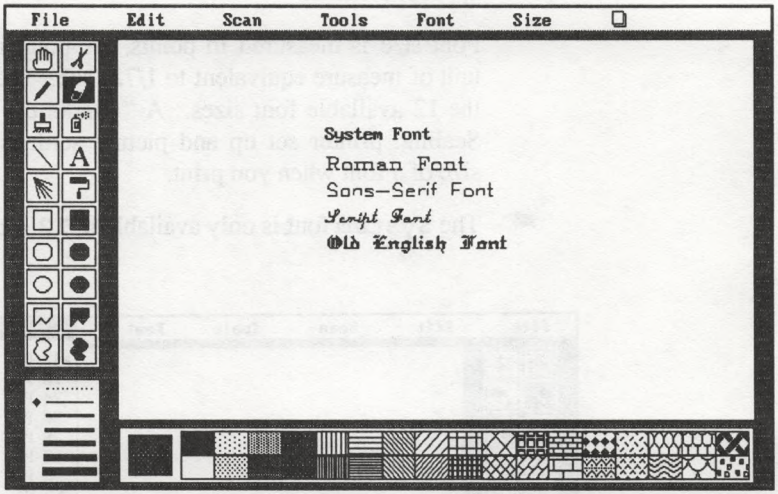
The **Font** menu lets you define the font and style the Text tool will use when you type text on your painting. It lists the available fonts and font styles that you can use. See *Section 3.5.8*.

The **Font** menu is in two sections. The top section lists the font. A font (also called a typeface) is the name of typographical characters of a particular design. The bottom section lists the font styles. Font style determines the appearance or attributes of text – bold, underlined, and so on.

Open the **Font** menu to select a font type, then open it again to select a font style. A ♦ marks the current selections in the menu.



A sample of the **System**, **Roman**, **Sans-Serif**, **Script** and **Old English** fonts is shown below. The **System** font is the default. **System** is only available in **12 pt**, however, its style can be changed.



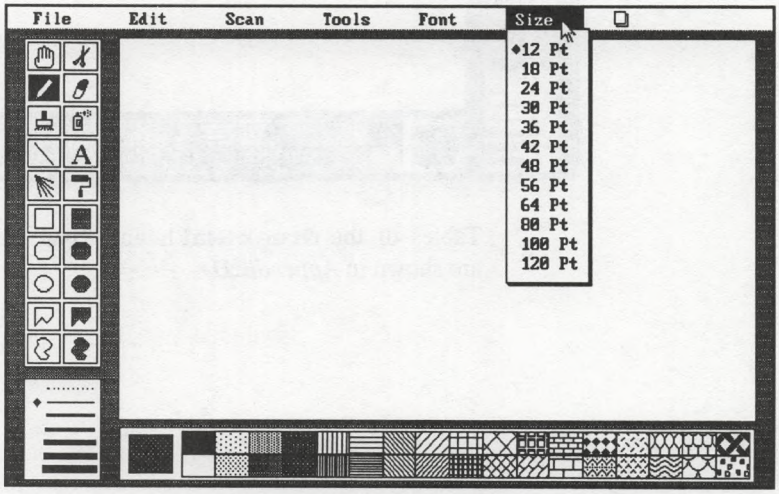
Tables of the **Greek+Math** and **Symbols** font characters are shown in *Appendix D*.

3.8.6 Size Menu

The **Size** menu defines the size of the font the Text tool will use when you type text on your picture. It lists the available font sizes. Open the **Font** menu and release [■□□] on the appropriate size.

Font size is measured in points. A point is a typographical unit of measure equivalent to 1/72 inch. The **Size** menu lists the 12 available font sizes. A " marks the current selection. Scaling, printer set up and picture settings affect the actual size of a font when you print.

☛ The **System** font is only available in **12 pt** size.



3.9 Speed Commands

This section provides a quick reference to time-saving keyboard and mouse commands.

3.9.1 Keyboard Shortcuts

Press Alt and the underlined letter of a menu command to execute that command.

Alt-C **Clear Picture**
Lets you clear the current picture. See *Section 3.8.1.7.*

Alt-D **DOS Commands**
Lets you exit to a 36K DOS shell where you can perform DOS commands without quitting the PaintShow Plus program. The Alt-D command *only* works if you load the PaintShow Plus program with the **/D** parameter. See *Section 3.8.1.12.*

Alt-L **Load Picture**
Lets you load a **.TIF** picture file. This displays the **LOAD PICTURE** dialog box for you to specify the path and the filename of a picture to load. See *Section 3.8.1.3.*

Alt-M **Magnify**
Lets you zoom in on a selected area of a picture so that you can edit at the pixel or dot level. The magnifying glass cursor appears on the drawing board. See *Section 3.8.4.1.*

Alt-N **New Picture**
Lets you specify the settings for loading a new picture on the drawing board. The **NEW PICTURE** dialog box appears for you to specify color or black and white mode, dimensions, unit of measure, resolution, and match resolution settings for a new picture. See *Section 3.8.1.1.*

Alt-O **Rotate Picture**
Lets you rotate the current picture 90 degrees counter-clockwise. See *Section 3.8.1.9.*

Alt P **Print Picture**
Lets you print the current picture. See *Section 3.8.1.5*.

Alt Q **Quit**
Lets you quit the PaintShow Plus program and return to the DOS prompt. If the current picture is new or has been modified, the **SAVE BEFORE QUIT** dialog box appears. See *Section 3.8.1.14*.

Alt R **Reverse Picture**
Lets you reverse the color of the current picture. See *Section 3.8.1.8*.

Alt S **Save Picture**
Lets you save the current picture to disk. This command causes the **SAVE PICTURE** dialog box to appear for you to specify the settings for saving the current picture. See *Section 3.8.1.4*.

Alt A **Scan Picture**
Lets you scan an image with the ScanMan hand-held scanner. See *Section 3.8.3*.

Alt U **Undo**
Lets you undo or abandon the last operation you perform. See *Section 3.8.2.1*.

↵Enter Accepts information in a dialog box field. Also executes a dialog box command.

Esc Cancels information that you enter in a dialog box field, and returns it to the default setting. Esc also removes a dialog box from the screen. It also stops an area fill.

Del Clears all text in a dialog box field at once.

← Backspace Clears text in a dialog box field one character at a time.

N Executes a **No** command which lets you proceed without performing a command.

3.9.2 Mouse Shortcuts

Change Screens **Click [□□■] anywhere in the menu bar area.**
This takes you from the main screen to the Auxiliary screen. This is the same as clicking [■□□] on the Auxiliary screen icon.

Magnify **Double click [■□□] on the Pencil icon.**
This lets you magnify an area of the current picture. Position the cursor over the spot you want to magnify and click [■□□]. This magnifies that spot. This is the same as selecting the **Magnify** command from the **Tools** menu. See *Section 3.8.4.1.*

Clear Picture **Double click [■□□] on the Adjustable Eraser icon.**
This lets you clear the current picture from the drawing board. If the current picture is new or has been modified since the last time you saved it, the **SAVE BEFORE ERASE** dialog box appears. This is the same as selecting **Clear Picture** from the **File** menu or pressing [Alt]-[C]. See *Section 3.8.1.7.*

Change Brush **Double click [■□□] on the Paint Brush icon.**
This lets you change the Paint Brush cursor. This is the same as selecting **Change Brush** from the **Tools** menu. See *Section 3.8.4.5.*

Change Spray **Double click [■□□] on the Spray Paint icon.**
This lets you change the spray width. This is the same as selecting **Change Spray** from the **Tools** menu. See *Section 3.8.4.5.*

Edit Pattern **Double [■□□] on an pattern in the Paint palette.** This lets you edit the selected pattern. This is the same as selecting **Edit Pattern** from the **Tools** menu. The **EDIT PATTERN** box appears. See *Section 3.8.4.2.*

Load Picture **Double click [■□□] on a filename in the LOAD PICTURE dialog box.** This lets you load that picture file without having to select the file and then click [■□□] on **Load.**

Load Pattern **Double click [■□□] on a pattern filename in the LOAD PATTERN dialog box.** This lets you load that pattern file without having to first select the file and then click [■□□] on **Load.**

Undo Drawing **Click [□□■] before you release [■□□] to secure a line or shape.** This lets you undo the line or shape that you start to draw. This command works with the Line, Rectangle, Rounded Rectangle, and Oval tools. To undo a freeform shape, click [□■□].

Copy **Click [□□■] inside the selection border.** This lets you copy the selected area. Press and hold [■□□] while you drag the mouse to move a copy of the selected area. Then, click [■□□] outside the selected border to paste the copy. This is the same as selecting **Copy** and **Paste** from the **Edit** menu. See Sections 3.8.2.3 and 3.8.2.4.

3.9.3 Keyboard and Mouse Shortcuts

Multiple Copies Ctrl-■□□

Lets you create multiple copies of a selected area. First, select the Selection tool. Position the cursor on the drawing board. Press and hold ■□□ while you drag the mouse to create the selection border. Position the cursor inside the selection border. Press and hold Ctrl-■□□ while you drag the mouse to create multiple copies of the selected area.

Straight Lines ⇧Shift-■□□

Lets you draw straight lines and 45-degree angle lines with the Line tool. Press and hold ⇧Shift-■□□ while you drag the mouse to draw. Release ⇧Shift-■□□ to secure the line. This command also lets you add or erase pixels in a straight line when you use the **Magnify** command.

Square, Rounded Square, Circle ⇧Shift-■□□

- Lets you draw a square with the Rectangle tools when you press and hold ⇧Shift-■□□ while you drag the mouse to draw. Release ⇧Shift-■□□ to secure the shape.
- Lets you draw a rounded square with the Rounded Rectangle tools when you press and hold ⇧Shift-■□□ while you drag the mouse to draw. Release ⇧Shift-■□□ to secure the shape.
- Lets you draw a circle with the Oval tools when you press and hold ⇧Shift-■□□ while you drag the mouse to draw. Release ⇧Shift-■□□ to secure the shape.

Transparent Mode Alt-■□□

Lets you paint, spray, and draw with the filled-shape tools in a transparent mode.

Transparent Copy

To copy an area as a transparency, follow these steps:

Step 1: **Select an area you want to copy.** Select the Selection icon in the Toolbox. Position the cursor on the drawing board. Press and hold ■□□ while you drag the mouse to create the selection border.

Step 2: **Copy the selected area.** Position the cursor inside the selection border and click □□■.

Step 3: **Move the copied area as a transparency and paste it.** Press and hold Alt-■□□ while you drag the mouse to move the copied area. Release ■□□. Click ■□□ outside the selection border to paste it, and release Alt.

Transparent Move

To move a selected area as a transparency, follow these steps:

Step 1: **Select the area you want to move.** Select the Selection icon in the Toolbox. Position the cursor on the drawing board. Press and hold ■□□ while you drag the mouse to create the selection border.

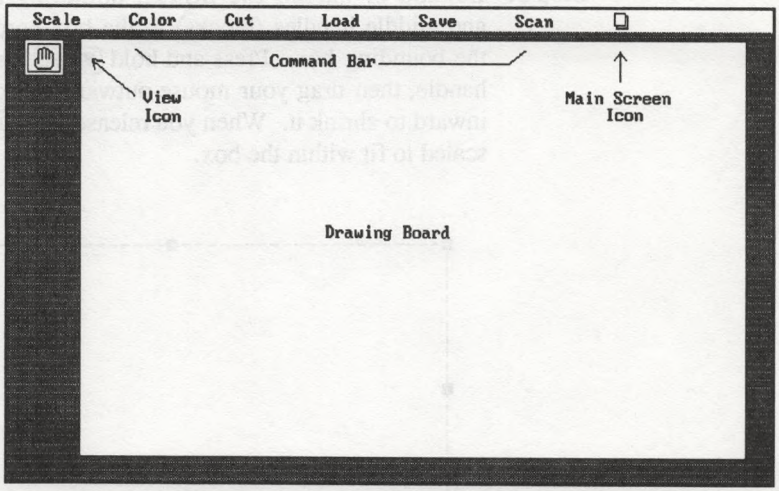
Step 2: **Move the selected area as a transparency and paste it.** Press and hold Alt-■□□ while you drag the mouse to move the selection on the drawing board as a transparency. Release ■□□. Click ■□□ outside the selection border to paste it, and release Alt.

3.10 Auxiliary Screen Commands

The Auxiliary screen lets you:

- Resize the current picture.
- Color a black and white picture generated on the Auxiliary Screen.
- Crop or cut the area of a picture that is outside the selection border.
- Load a picture within the selection border.
- Save a selected area of a picture.
- Scan an image within the selection border.
- Select the viewing area a picture that is larger than the main screen drawing board.

To go to the Auxiliary screen, click [■□□] on the Auxiliary screen icon or click [□□■] anywhere in the menu bar area.



3.10.1 The Command Bar

This section provides a detailed description of the Auxiliary screen command bar and the View icon. The command bar, across the top of the Auxiliary screen, contains the six commands and the main screen icon. The View icon is located at the top-left corner of the screen under the **Scale** command. To select a command or icon, point to it and click [■□□].

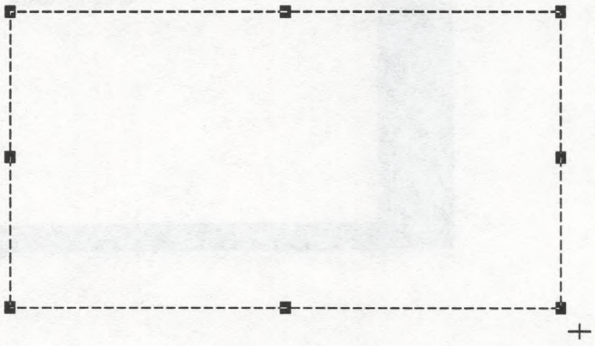
3.10.1.1 Scale

Lets you resize all or part of the current picture. To scale a picture, follow these steps:

Step 1: Select the Scale command. Click [■□□] on **Scale**.

Step 2: Select a Scale area. Position the cursor on the drawing board. Press and hold [■□□] while you drag the mouse to create the **Scale** bounding box.

Step 3: Expand or shrink the Scale bounding box. The corner and middle handles (blocks) in the box border let you resize the bounding box. Press and hold [■□□] on a bounding box handle, then drag your mouse outward to expand the box, or inward to shrink it. When you release [■□□], your picture is scaled to fit within the box.



3.10.1.2 Color

Lets you color an area of an image you scan from the Auxiliary Screen drawing board as follows:

Step 1: **Select the `Color` command.** If the `Color` command is available, click [■□□] on `Color` and go to *Step 2*.

If the `Color` command is shaded, it means that you are already in color mode, or that you are not using a color graphics adaptor and cannot color your picture.

If you are already in color mode, go to the main screen to color your picture.

Step 2: **Select an area to `Color`.** Position the cursor on the left corner of the picture on the drawing board. Press and hold [■□□] while you drag the mouse to create the selection border. Release [■□□] to secure the selection border.

☛ The size of the area you can select to color depends on the amount of available memory in your computer.

The selected area appears on the main screen drawing board. The area outside of the selection area is erased.

If the picture is new or has been modified since the last time you saved it, the **`SAVE BEFORE ERASE`** dialog box appears. Enter the path and filename, then click [■□□] on `Save`. This saves the original black and white picture and takes you to the main screen.

Step 3: **Color the image.** Select the Paint Brush, Spray Paint, or Area Fill tools to paint the current picture in colors you select from the Paint palette.

3.10.1.3 Cut

Lets you crop or cut away part of the current picture that is outside of the selection border. To do so, follow these steps:

Step 1: **Select the `Cut` command.** Click [■□□] on **`Cut`**.

Step 2: **Select an area to `Cut`.** Position the cursor on the left corner of the picture the drawing board. Press and hold [■□□] while you drag the mouse to create the selection border. When you release [■□□] to secure the selection border, the portion of the picture that is not within the selection border is erased and you go to the main screen. When you make a cut like this, the specifications for picture size automatically change to reflect the cut.

If the current picture is new or has been modified, the **`SAVE BEFORE ERASE`** dialog box appears. This lets you save the original picture before you cut it.

3.10.1.4 Load

Lets you load a picture to scale. To do so, follow these steps:

Step 1: **Select the `Load` command.** Click [■□□] on **`Load`**.

Step 2: **Define the load area.** Position the cursor on the left corner of the picture the drawing board. Press and hold [■□□] while you drag the mouse to create the selection border. Release [■□□] to secure the selection border. The selection border defines the area the picture will fit in when it is loaded. The **`LOAD PICTURE`** dialog box appears.

Step 3: **Load a picture file.** In the **`LOAD PICTURE`** dialog box, click [■□□] on a picture filename to select it. Then, click [■□□] on **`Load`**. This loads the selected picture into the selection area. You can also double click [■□□] on a filename in the **`LOAD PICTURE`** to load it.

3.10.1.5 Save

Lets you save a selected area of a picture to disk. To do so follow these steps:

Step 1: **Select the `Save` command.** Click [■□□] on **`Save`**.

Step 2: **Select the save area.** Position the cursor on the drawing board. Press and hold [■□□] while you drag the mouse to position the selection border. Release [■□□] to secure the selection border. This displays the **`SAVE PICTURE`** dialog box.

Step 3: **Specify the save picture settings.** In the **`SAVE PICTURE`** dialog box, specify the path, file name, dimensions, and compression format to save the selected area to disk. This keeps your original file intact, and creates a new file for the selected area. Click [■□□] on **`Save`** to save the selected area.

3.10.1.6 Scan

Lets you scan an image into a selected area if you have installed the ScanMan™ hand-held scanner (with an interrupt jumper setting). If you have not installed the scanner, the **`Scan`** command shaded and is not available for you to use. See the *ScanMan User's Manual*. To scan from the Auxiliary screen, follow these steps:

Step 1: **Select the `Scan` command.** Click [■□□] on **`Scan`**.

Step 2: **Select a scan area.** Position the cursor on the drawing board. Press and hold [■□□] while you drag the mouse to create the selection border. The size of the scan area you can select depends on the amount of available memory in your computer. Release [■□□] to secure the selection border. This turns your scanner on. You see the scan cursor, as shown.

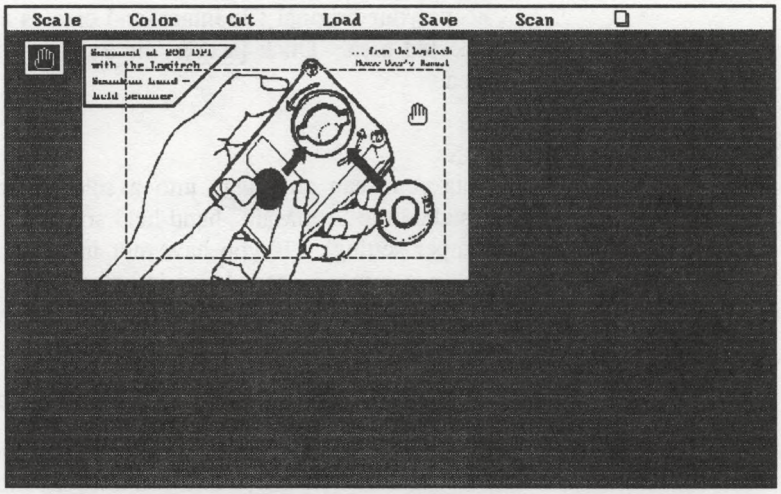
Step 3: **Scan an image.** See the *ScanMan™ User's Manual* for detailed information about scanning with the ScanMan hand-held scanner.

3.10.1.7 View Icon

Lets you select the viewing area of a picture that is larger than the main screen drawing board. To do so follow these steps:

Step 1: Go to the Auxiliary screen. Click [■□□] on the Auxiliary screen icon or click [□□■] anywhere in the menu bar area. When you go to the Auxiliary screen, the entire picture is displayed. If the picture is larger than the display area, it's scaled down proportionately.

Step 2: Select the View Icon. Click [■□□] on the View icon. You see a view border on the picture, as shown.



Step 3: Select a new view area. Position the cursor inside the current view border. Press and hold [■□□] while you drag the mouse to move the view selection border. The area of the picture that is within the selection border determines what you'll see when you return to the main screen.

Step 4: Go to the main screen. Click [■□□] on the main screen icon or press [□□■] anywhere in the command bar area. You see the view area you have just selected.

Chapter 4
How the CATCH Utility Works

This chapter describes how the print, screen capture, and graphic Print Screen utility – `CATCH.COM` works.

The CATCH utility provides:

- Printer support for the PaintShow Plus program. For a list of supported printers, see *Appendix A*. The PaintShow Plus program uses the CATCH utility to send your picture file to the printer when you select **`Print Picture`** from the **`File`** menu or press [Alt]-[P]. The **`Print Picture`** command lets you print a picture with the settings that you specify when you select **`Setup Print`** from the **`File`** menu. See *Chapter 3, Sections 3.8.1.5* and *3.8.1.6*.

- Graphic Print Screen capability when you press [⇧Shift]-[PrtSc]. The Print Screen command, which is a replacement for the DOS GRAPHICS command, lets you print the contents of a graphic screen.

- Screen capture capability when you press [Alt]-[PrtSc].

☛ The CATCH utility is compatible with all of the video modes listed in *Appendix A*. You can capture screens and print graphic screens from applications that run in these video modes. Applications (like Microsoft® Windows) that supply their own video drivers may not allow you to perform screen captures or graphic Print Screens.

How to Load the CATCH Utility

Load the CATCH utility into resident memory *before* you can print from the PaintShow Plus program, or perform screen captures or graphic Print Screens.

Automatically

To load the CATCH utility automatically with the settings you specified when you ran the install program, start the PaintShow Plus program with the **PAINT** command. The PAINT.BAT batch file loads CATCH when it executes the following command line:

```
CATCH -P5 -DC -NLPT1
```

(The command line shown here displays the default CATCH utility parameters.)

If you want to change the current settings, run the INSTALL program again from the directory where you keep the PaintShow Plus software, and save the new settings to that directory. Or, modify the PAINT.BAT file with a text editor or a word processor in the unformatted (ASCII) mode.

Manually

You can load the CATCH utility manually from the DOS command line and specify parameters other than the ones you specified when you ran the INSTALL program. See *CATCH Parameters, page 127.* *However*, you must then start the PaintShow Plus program with the **PSPLUS** command. Since the PAINT.BAT file automatically re-loads the CATCH utility with the installation settings.

The parameters that you specify at the DOS command line can only be used for the current session. If you turn off your computer, you must load the CATCH utility and specify parameters again when you start the program.

CATCH Parameters

The syntax to run the CATCH utility is:

CATCH -Pp -Dd -Nn -Q -Oo -Rr [↵Enter]

(Enter either - (minus) or / (slash) symbols to specify a parameter at the DOS command line. The parameters are not case-sensitive; therefore you can use upper or lower case letters.)

CATCH Lets you view a list of supported printers. Type:
CATCH [↵Enter] .

-Pp Lets you specify a printer type. When you load the CATCH utility manually, you must also specify the printer type. Where **p** indicates the printer selection number. For example, type:

CATCH -P5 [↵Enter]

This loads the CATCH utility into resident memory and displays the following message:

```
Resident part of CATCH installed
Printer is:  Epson EX, FX, JX, LX
Printer Port is:  LPT1
```

-Dd (Optional) Lets you specify a target capture drive for saving screen captures. For example, type:

CATCH -P12 -DC [↵Enter]

Here, the target capture drive is **C**. If you omit the target capture drive parameter, your screen capture is saved to the drive and directory that you specified when you ran the INSTALL program.

-Nn (Optional) Lets you specify a printer port. Where **n** indicates either LPT1, LPT2, LPT3, COM1, or COM2. For example, type:

CATCH -P12 -DC -NLPT1 [↵Enter]

-Q Lets you remove the CATCH utility from resident memory (provided that no other resident software has been loaded after CATCH). Type:

```
CATCH -Q [↵Enter]
```

You see the following message:

```
Resident part of CATCH deinstalled
```

-Oo (Optional) Lets you specify portrait (8 1/2" x 11") or landscape (11" x 8 1/2 ") page orientation for printing graphic Print Screens. Where **o** is either **P** for portrait or **L** for landscape orientation. For example, type:

```
CATCH -P12 -NLPT1 -OL [↵Enter]
```

Portrait is the default page orientation. Print Screens are not saved to disk. Therefore, you do not have to specify a target drive.

-Rr (Optional) Lets you specify a print resolution for printing graphic Print Screens. For example, type:

```
CATCH -P12 -OL -R3 [↵Enter]
```

Where **r** indicates the resolution setting for your printer; **0** is the lowest resolution setting, and **3** is the highest. The default graphic screen print resolution is the lowest resolution setting for your printer. The following table shows the resolution settings for the HP Laser Jet, Epson, and IBM printers.

Resolution Setting	Printer Resolution and Type		
0	75 dpi (HP)	60 dpi (EPSON)	60 dpi (IBM)
1	100 dpi (HP)	72 dpi (EPSON)	120 dpi (IBM)
2	150 dpi (HP)	90 dpi (EPSON)	–
3	300 dpi (HP)	120 dpi (EPSON)	–

How to Capture a Screen

Step 1: Load the CATCH utility. You do this automatically when you start the PaintShow Plus program with the **PAINT** command. Or, load the CATCH utility manually from the DOS command line. See *CATCH Parameters, on pages 127 and 128.*

Step 2: Load the application and go to the graphic screen. From the graphics application, display the screen that you want to capture.

Step 3: Capture the screen. To do so, press Alt-PrtSc simultaneously. You hear a beep when screen capturing is complete.

Step 4: Load the PaintShow Plus program. If the PaintShow Plus program is not loaded, do so now.

Step 5: Load and view the screen capture. The CATCH utility names screen captures SCREEN00.TIF, SCREEN01.TIF, SCREEN02.TIF, SCREEN03.TIF, and so. Open the **File** menu and select **Load Picture**. This displays the **LOAD PICTURE** dialog box. Click ■□□ on SCREEN00.TIF in the file list box. Then, click ■□□ on **Load**.

Step 6: Rename the file and save it. Select **Save Picture** from the **File** menu and specify a new name. If you don't rename your file, it will be overwritten the next time you reboot and capture another screen.

How to Perform a Graphic Screen Print

Step 1: Load the CATCH utility. Load the CATCH utility automatically when you start the PaintShow Plus program with the **PAINT** command. Or, load the CATCH utility manually from the DOS command line, See *CATCH Parameters, page 127* and *128*.

Step 2: Load the application and go to the graphics screen. From the graphics application, display the screen that you want to print.

Step 3: Perform the graphics screen print command. To do so, press ⇧Shift + PrtSc simultaneously. This sends the contents of the graphic screen to your printer without being saved to disk.

Chapter 5
How the SlideShow Utility Works

This chapter describes how the SlideShow utility – `SLIDE.EXE` works.

The SlideShow utility lets you create attention-getting visual presentations on your computer screen. Like a slide projector, the SlideShow utility lets you sequentially display individual screens for dramatic business presentations or just for fun. You can display graphics that you draw, paint, scan, capture or convert using the PaintShow Plus program.

To create a successful SlideShow presentation, you must:

- Create your presentation screens using the PaintShow Plus program, the CATCH utility, or a compatible graphics application.
- Enhance your screens using the PaintShow Plus program features.
- Organize your screens to support your SlideShow theme.
- Create a script file that lists the each screen you want to display. See *How to Create a Script File, Page 134.*
- Preview your SlideShow presentation before you display it.

Finally, start your SlideShow presentation. Sit back, and watch the screens display.

SlideShow Parameters

The syntax to run the SlideShow utility is:

SLIDE <Listfile> /<Time> /M /N <Count> [↵Enter]

SLIDE Lets you execute the SlideShow utility – SLIDE.EXE. For example, from the current directory, type:

SLIDE [↵Enter]

This displays a SlideShow utility usage screen. Type **SLIDE** and the appropriate parameter to start your SlideShow presentation.

<Listfile> Lets you specify the script file name which contains a list of each screen. See *Page 134*.

/<Time> Specifies the standard time interval in seconds between each screen in an automatic SlideShow presentation. Type:

SLIDE <Listfile> /<Time> [↵Enter]

For instance, **/5** indicates a 5-second interval between each screen. If **/<Time>** is omitted, a 4-second interval is assumed.

/M Lets you run the SlideShow presentation manually. Type:

SLIDE <Listfile> /M [↵Enter]

Press [Esc] to stop a manually operated SLIDE SHOW presentation. See *Page 135* mouse and keyboard commands.

/N<Count> Specifies the number of times to repeat an automatic SlideShow presentation. If **/N<Count>** is not specified, the SlideShow presentation runs continuously until you stop it by pressing [Esc] or by pressing a mouse button.

How to Create a SlideShow

Step 1: **Create your screens for the SlideShow.** Use the CATCH utility to capture graphics screen from other applications. Use you ScanMan scanner to capture text and graphics images. Use the PaintShow Plus program to edit these files, or to create original "slides."

Step 2: **Create a SlideShow script file.** Using a text editor or a word processor, create a script file as described on *Page 134*.

Step 3: **Save your script file and return to DOS.** The name that you give the script file is the name of your SlideShow.

Step 4: **Start the SlideShow.** From the drive where your script file is located, type: **SLIDE** followed by the script file name. See SlideShow Parameters on *Page 132*.

Step 5: **Stop the SlideShow.** See *Page 135* for mouse and keyboard commands to stop the SlideShow.

How to Create a Script File

The script is a text file that lists the file names of the screens to be displayed in the order that they appear. Use a text editor or a word processor in the (ASCII) unformatted mode to create a script file.

The syntax for a script file is:

<Path> <Filename> <Time> [↵Enter]

Where **<Path>** lets you specify the location of a picture file. **<Filename>** lets you specify the screen file name. **<Time>** lets you specify an exposure time in seconds.

A sample script file might look like this:

```
TITLE.TIF  6
C:\GRAPHICS\MOUSE.TIF
A:\MSALES.TIF
END.TIF  6
```

The title screen, **TITLE.TIF**, is located in the current directory and will display for 6 seconds. The second screen, **MOUSE.TIF**, is located on drive C in the **GRAPHICS** subdirectory. The third screen, **MSALES.TIF**, is located on drive A. The last screen, **MSALES.TIF** is located in the current directory and will display for 6 seconds.

If you omit the path statement, the SlideShow utility assumes that the picture file is located in the current directory. If you omit the exposure time, the SlideShow utility assumes that will display for the default 4-second time interval.

Mouse and Keyboard Commands

This section includes the mouse and keyboard commands you use to run a manual SlideShow.

Mouse Commands

Three-Button Mouse

[■ □ □] Next picture

[□ □ ■] Previous picture

[■ □ ■] or [□ ■ □] Quit and return to DOS

Two-Button Mouse

[■ □] Next picture

[□ ■] Previous picture

[■ ■] Quit and return to DOS

☛ You can use the mouse cursor as a pointer on the screen.

Keyboard Commands

[S] Start (First picture)

[E] End (Last picture)

[R] Reverse current picture

[+] Next picture

[−] Previous picture

[Esc] Quit and return to DOS

Notes:

Chapter 6
How the File Conversion Utilities Work

This chapter describes how the File Conversion utilities – `TIF2PCX.EXE`, `PCX2TIF.EXE`, `MAC2TIF.EXE` – work.

The File Conversion utilities let you convert:

- TIFF (Tagged Image File Format) files to PCX (PC Paintbrush) file format.
- PCX files to TIFF file format.
- MAC (MacPaint) files to TIFF file format.

The File Conversion utilities let you convert PaintShow Plus files for export to other paint, desktop publishing, or graphics applications. The File Conversion utilities also let you import files from other graphic applications to the PaintShow Plus program.

File Conversion Formats

The following table provides a list of applications that support `.TIF`, `.PCX`, and `.MAC` file formats.

.TIF	.PCX	.MAC
PaintShow Plus	LogiPaint	Logitech Publisher
PaintShow	Microsoft Paint	PFS:First Publisher
PageMaker	PageMaker	
WordPerfect 5.0	PC PaintBrush (Plus)	
Finesse	Ventura Publisher	
Word 5.0 (b&w only)	WordPerfect 5.0	
	PFS:First Publisher	
	Logitech Publisher	
	Finesse	
	Word 5.0	

File Conversion Parameters

The syntax used to run the File Conversion utilities is:

<Convert2> <Filename> ↵Enter

<Convert2> Lets you specify the appropriate file conversion utility – TIF2PCX, PCX2TIF, or MAC2TIF. You do not have to include the .EXE file extension.

<Filename> Lets you specify the file you want to convert. You do not have to add the file extension.

For example, to convert the HAND.TIF file to .PCX file format, type the following from the directory where you keep the utilities:

TIF2PCX <HAND> ↵Enter

You see the following prompt when your file is successfully converted:

```
Source File:  <HAND.TIF>
Output File:  <HAND.PCX>

File Conversion Completed
```

The conversion utility reads the source file and creates an output file in the conversion file format that you specify. The source file remains unchanged.

You'll see the following prompt if your file cannot be converted:

```
Cannot open <Filename>
```

How to Export a PaintShow Plus File

Follow these steps to export a PaintShow Plus file to another application:

Step 1: Create your picture file. Start the PaintShow Plus program. Create the picture you want to export with the settings that the graphics application you want to export to will accept.

☛ Some graphic applications will not allow you to load a color file. Therefore, you must create a PaintShow Plus picture in the black and white mode. To do so, open the **File** menu and select **New Picture**. This displays the **NEW PICTURE** dialog box. Click [■□□] in the **Color** check box to remove the **X**. Then, click [■□□] on **OK**. (See *Chapter 3, Section 3.8.1.4.*)

Step 2: Save the file and quit. Open the **File** menu and select **Save Picture**, or press [Alt]-[S]. Then, quit the PaintShow Plus program by opening the **File** menu and selecting **Quit**, or by pressing [Alt]-[Q].

Step 3: Convert the file. From the directory where you keep the file conversion utilities, convert the file as described on *page 138*.

Step 4: Start the application and load the file. Load the graphic application where you want to export the converted PaintShow Plus file. Then, load the picture file.

How to Import a File to PaintShow Plus

Follow these steps to import a file to the PaintShow Plus program.

Step 1: Create the graphic file and quit the application. Start the application. Then, create and save the graphic file.

Step 2: Convert the graphic file. Copy the file to the directory where you keep the file conversion utilities. Refer to your DOS manual for information about using the COPY command. Then, convert the graphic file to the `.TIF` file format as described on *Page 136*.

Step 3: Start the PaintShow Plus program. From the directory where you keep the PaintShow Plus files, type:

PAINT [↵Enter]

Step 4: Load the converted `.TIF` file. Open the **File** menu and select **Load Picture** or press [Alt]-[L]. This displays the **LOAD PICTURE** dialog box. Click [■❑❑] on the file name, then click [■❑❑] on Load. Or, you can double click [■❑❑] on a file name to load it. (See *Chapter 3, Section 3.8.1.3*.)

APPENDICES

Appendix A
System Requirements, Printer Support, and Video Modes

Computer System	IBM PC, XT, AT, PS/2 or compatible computer.
Operating System	MS-DOS or PC DOS 2.1 or later.
RAM	256K RAM (Black and White); 640K RAM (EGA 16-color).
Disks	Two disk drives, or one disk drive and a hard disk (recommended).
Mouse	A Logitech Mouse, or an equivalent pointing device.
Mouse Driver	A mouse driver program (`MOUSE.COM` or `MOUSE.SYS`) should be loaded into memory before you operate the PaintShow Plus program. You should use one of the following mouse drivers, an equivalent, or a later version: Logitech 3.4, Microsoft 6.11, Mouse Systems 5.6, or Dexxa 3.43. Using a mouse driver other than those specified can cause problems, including: no cursor when you select some of the tool box icons, distorted menu text, or vertical lines on the drawing board area. If you have a mouse driver that is an earlier version than those listed or have a mouse that is not equivalent to the Logitech mouse, contact the manufacturer for upgrade and compatibility information.

Printer Support

1. AT&T 477
2. Canon BJ-80
3. Citizen MSP-10/15, 20/25, 40/45, 50/55
4. Citizen HQP-45, MSP-35
5. Epson EX, FX, JX, LX
6. Epson LQ
7. Epson MX
8. Epson RX
9. Epson EX, JX, Color
10. Epson LQ Color
11. HP DeskJet
12. HP LaserJet, Plus, or Series II
13. HP PaintJet
14. HP Thinkjet
15. HP Thinkjet in Alternate mode
16. HP Quiet Jet
17. IBM Colorjet
18. IBM Color Graphics Printer
19. IBM Graphics Printer, Proprinter
20. NEC P5, P6, P7
21. Okidata 84, 92, 93, 192, 193, 292, 293
22. Okidata 2410
23. Olivetti PR-15/17/38
24. Panasonic KX-P1080, 1091, 1092, 1093
25. Panasonic KX-P1524, 1592, 1595
26. Postscript Printers
27. Star Micronics Gemini-10X
28. Star Micronics NB 15, 24-10, 24-15
29. Star Micronics NX-1000 Color
30. Toshiba P321, 341, 351
31. Toshiba P351 Color
32. Toshiba P1340, 1350, 1351

Note: If your printer is not listed, refer to your printer manual for a compatible mode that is supported by your printer, such as IBM, Epson, or Toshiba. Select the printer selection that matches the compatible mode of your printer.

Video Modes

Automatic Detect Mode

The **SET GRAFMODE=** command indicates the default Automatic Detect Mode which recognizes the following graphics boards or video modes (see *How to Specify a Video Mode* on the next page):

- IBM VGA (640 × 480) or compatible
- IBM EGA (640 × 350, 16 colors) or compatible
- IBM CGA (640 × 200) or compatible
- Hercules Monochrome (720 × 348)
- HP Vectra Monochrome (640 × 400)
- NCR PC 6/6/8 (640 × 400)
- Olivetti M19/M21/M24/M28 (640 × 400)
- Toshiba T3100 (640 × 400)

Other Video Modes

CGABW	– 640 × 200 B&W
COMPAQ	– 640 × 400 B&W
CGACOL	– 320 × 200 4 colors
EGA200	– 640 × 200 16 colors
EGABW	– 640 × 350 B&W
EGACOL	– 640 × 350 16 colors
HERCULES	– 720 × 348 B&W
HPVECTRA	– 640 × 400 B&W
LOGIEGA	– 640 × 480 16 colors
NCR	– 640 × 400 B&W
OLIVETTI	– 640 × 400 B&W
	(use this mode for ATT-6300 640x400)
TOSHIBA	– 640 × 400 B&W
VAXM	– 640 × 400 B&W
VGABW	– 640 × 480 B&W
VGACOL	– 640 × 480 16 colors

How to Specify a Video Mode

You can specify a video mode (graphics board) setting when you run the INSTALL program. See *Chapter 1, Installation.* To specify a video mode, select **Change Current Settings** from the **Main Menu.** This takes you to the **Change Settings Menu.** Select **Setup Video Mode.** This takes you to the **Video Setup Menu.** Select the appropriate video mode selection number. Go back to the **Change Settings Menu** and select **Save Current Settings to the working directory.** The INSTALL program then updates the PAINT.BAT batch file with the current video mode setting. Go to the **Main Menu** and quit the INSTALL program.

Start the PaintShow Plus program with the **PAINT** command. PAINT.BAT automatically loads the program with the video mode setting that you specified.

You can also set the video mode from the DOS prompt of the directory where you keep the PaintShow Plus files. The syntax is:

SET GRAFMODE= <Video Mode> [↵Enter]

To specify the Automatic Detect Mode, type:

SET GRAFMODE= [↵Enter]

To specify one of the other video modes, you include the name of video mode after the **SETGRAFMODE=** command. For example, to select the HERCULES video mode, type:

SET GRAFMODE= Hercules [↵Enter]

☛ When you set the video mode from the DOS command line, you must start the PaintShow Plus program with the **PSPLUS** command. If you start the program with the PAINT.BAT command, the PAINT.BAT batch file loads the video mode setting that you specified when you ran the install program.

Appendix B
Product Support Plan

Logitech offers firm product guarantees and an extensive range of services to ensure customer satisfaction.

Registration Card

Remember to send your registration card as soon as possible. It helps us to stay in contact with you, keeping you up-to-date with important product information.

Technical Support Hotline

You should rely on your manual or your dealer to answer questions about using your package. If you do encounter a technical problem with your package, our Technical Support Specialists will be glad to help you.

We ask that you to follow these steps before you call or write.

- Read the section of the manual that describes the procedure you are trying to perform.
- If the problem relates to your software, check to make sure that the software is properly configured.
- Read the *Appendix E, Common Questions and Answers.*

If it is still necessary to contact us regarding the PaintShow™ Plus program, please provide the following information:

- ✔ A brief description of the problem.
- ✔ The current PaintShow Plus settings.
- ✔ The type and model number of your computer.
- ✔ The type and model number of your monitor and video card.
- ✔ The type of pointing device (e.g., Bus, Serial, or PS/2 mouse).
- ✔ Your version of DOS.
- ✔ A list of programs loaded in RAM.
- ✔ A description of the image displayed on the monitor.

In the U.S. and Canada, call *(415) 795-0427*. (Seven days a week.)

In Europe, call *++41-21-869-9851*.

Or, write to us at:

Logitech, Inc.
Attn: Technical Support
6505 Kaiser Drive
Fremont, CA 94555

If you write, please include your daytime phone number and the best time to reach you. Make sure to include "Attn: Technical Support" on the envelope. We want to help you make the most effective use of your package.

Logitech Bulletin Board Service (LBBS)

We know that effective communication with our customers is the key to quality service. Therefore we have set up the LBBS (Logitech Bulletin Board Service), an electronic bulletin board where you can contact us at your convenience, 24 hours a day, seven days a week.

To connect to the LBBS using a 300, 1200 or 2400 baud modem, dial *(415) 795-0408*. To log on, press Spacebar twice.

The menu of available options is self explanatory.

Byte Information Exchange (BIX)

Logitech also sponsors an electronic conference on BIX, the BYTE INFORMATION EXCHANGE system from Byte magazine. If you have access to BIX, join us in the Logitech conference, and communicate with us there.

We are always working on expanding our Bulletin Board Service support. Please call us for an updated list of electronic conference.

Customer Service Hotline

Contact our Customer Service Hotline for the following: faulty disk replacement, upgrade and update information, product warranty, and non-technical questions.

In the U.S. and Canada, call ***415-795-0801***.

In Europe, call ***++41-21-869-9851.***

Customer satisfaction is our main concern. We periodically enhance our products to add new features in response to our customer's needs and comments. We appreciate your request for new features; you comments help us improve our products for you.

Appendix C
Files Used and Generated by PaintShow Plus

`INSTALL.BAT` Lets you run the PaintShow Plus installation program – `INST.COM`. The `INSTALL.BAT` file also executes the `MAIN.COM`, `PRINTER.DEF`, and `VIDEO.DEF` files that let you install the PaintShow Plus software and set the video mode, printer type, capture target drive, and printer port settings. The `INSTALL.BAT` batch file updates the `PAINT.BAT` batch file with the settings that you select.

`PAINT.BAT` This batch file lets you start the PaintShow Plus program with the settings that you select when you run the `INSTALL` program. (See *Chapter 3, Section 3.1.1.*

`PSPLUS.EXE` Lets you start the PaintShow Plus program. When you start the program with the **`PSPLUS`** command, you can specify settings other than the ones you chose when you ran the `INSTALL` program.

`CATCH.COM` The CATCH utility provides printing, screen capture, and graphic print screen capability. `CATCH.COM` must be loaded into resident memory before you can use it.

`SLIDE.EXE` The SlideShow utility lets you sequentially display a series of graphic screens on your computer.

`TIF2PCX.EXE` Converts a `.TIF` file to `.PCX` file format.

`PCX2TIF.EXE` Converts a `.PCX` file to `.TIF` file format.

`MAC2TIF.EXE` Converts a `.MAC` file to `.TIF` file format.

`*.TIF` File extension appended to a PaintShow Plus picture file when you save it with the **`Save Picture`** command in the **`File`** menu. Also used by the CATCH utility to save screen capture files.

`*.CHR` File extension appended to a PaintShow Plus font file.

`*.PAT` File extension appended to a PaintShow Plus pattern file.

Appendix D
Special Characters

The following tables show the **Greek+Math** and **Symbol** character sets in relationship to the **System** font. (See *Chapter 3, Section 3.8.5.*)

System	Greek	Symbol	System	Greek	Symbol
a	α	♠	n	ν	$\leftarrow$
b	β	♡	o	o	$\downarrow$
c	ψ	♢	p	π	∂
d	δ	♣	q	$\surd$	Ω
e	ε		r	ρ	
f	φ		s	σ	ff
g	γ	$\subset$	t	τ	fi
h	η	$\cup$	u	$\int$	fl
i	ι	$\supset$	v	ξ	ffi
j	ϑ	$\cap$	w	ω	*ff*
k	κ	$\in$	x	χ	*fi*
l	λ	$\rightarrow$	y	υ	*fl*
m	μ	$\uparrow$	z	ζ	*ffi*

Greek+Math and Symbol Characters - Table 2

System	Greek	Symbol	System	Greek	Symbol
A	Α	♈	S	Σ	♄
B	Β	♉	T	Τ	♃
C	Ψ	♊	U		Ψ
D	Δ	♋	V		♇
E	Ε	♌	W	Ω	☾
F	Φ	♍	X	Χ	©
G	Γ	♎	Y	Υ	✡
H	Η	♏	Z	Ζ	☙
I	Ι	♐	[	[	[
J	ϑ	♑	\	\	\
K	Κ	♒	]	]	]
L	Λ	♓	^	>	▽
M	Μ	☉	_	|	‾
N	Ν	☿	`	≀	∞
O	Ο	♀	{	{	{
P	Π	⊕	|	—	—
Q	√	♂	}	~	~
R	Ρ	♃			

Greek+Math and Symbol Characters - Table 3

System	Greek	Symbol	System	Greek	Symbol
!	!	𝄾	0	0	𝄿
"	"	𝄿	1	1	𝅀
#	#	#	2	2	𝅁
$	$	♭	3	3	𝅂
%	%	♮	4	4	𝅃
&	&	𝄞	5	5	𝅄
'	'	𝄽	6	6	𝅅
(	(	𝄢	7	7	𝅆
)	)	𝄣	8	8	𝅇
*	*	☆	9	9	𝅈
+	+	✚	:	:	𝅝
,	,	𝄾	;	;	𝅗𝅥
-	-	𝄼	<	<	𝅘𝅥𝅯
.	.	𝄽	>	>	𝄼
/	/	𝄽	=	=	𝄽
			?	?	𝄾
			@	@	𝄿
			`	`	𝅀

Foreign Language Characters

To display these characters, you must first select the **System** font from the **Font** menu. Next, select the Text icon from the tool box. (See *Chapter 3, Section 3.8.5.*) Click ▣▢▢ to place the text cursor. Finally, press and hold Alt while you type the corresponding numeric code on the numeric keypad. Release Alt to display the foreign character.

Code	Char	Code	Char	Code	Char
128	Ç	144	É	160	á
129	ü	145	æ	161	í
130	é	146	Æ	162	ó
131	â	147	ô	163	ú
132	ä	148	ö	164	ñ
133	à	149	ò		Ñ
134	å	150	û	165	ª
135	ç	151	ù	166	º
136	ê	152	ÿ	167	¿
137	ë	153	Ö	168	⌐
138	è	154	Ü	169	¬
139	ï	155	¢	170	½
140	î	156	£	171	¼
141	ì	157	¥	172	¡
142	Ä	158	P	173	«
143	Å	159	f	174	»

Appendix E
Common Questions and Answers

- **What should I do if I experience a problem while using the PaintShow Plus program?**

  - Boot your system from an original DOS disk; one that has no `AUTOEXEC.BAT` or `CONFIG.SYS` files.
  - Try to duplicate the problem.
  - If you cannot duplicate the problem, then there must be a conflict with the resident software. Load each resident program one at a time until the problem occurs again. This will tell you with which software the conflict is occurring. Sometimes you can solve a conflict by changing the order in which the resident software is loaded.

  Check the software user's documentation for any specifications or recommendations. For instance, Logitech recommends that the mouse software be loaded before any other resident software.

  If the problem still occurs, and the specific problem that you are experiencing is not covered in this section, then call the Logitech Technical Support hotline (see *Appendix B, Product Support Plan.*)

- **Why does the PaintShow Plus screen only appear in black and white on a CGA screen?**

  When the default Automatic Detect Mode is specified on a CGA video adapter, the PaintShow Plus screen only appears in black and white. Run the Install program and specify the **`CGACOL 320 x 200 4-Color`** video mode (option 3). If your still only getting black and white display, make sure you are using the **`PAINT`** command to load the PaintShow™ Plus program instead of the **`PSPLUS`** command.

- **Why can't I print from the PaintShow Plus program?**

  Open the **File** menu, if the **Print Picture** option is shaded, you cannot print because the CATCH utility program is not resident in memory. Make sure you are using the **PAINT** command to load the PaintShow Plus program instead of the **PSPLUS** command. See *Chapter 4, How CATCH Works*.

- **Why don't I see the mouse cursor when I select some of the tool box icons?**
- **Why is the menu text distorted?**
- **Why do vertical lines appear on the drawing board area?**
- **Why does the mouse cursor erase when I move it on the screen?**

  Most of these problems are due to an incompatibility between the mouse driver and the video display (i.e., the mouse driver that you are using does not support your video mode).

If you have ...	...Then you need Mouse Driver
Logitech Mouse	Ver. 3.41 or later
Microsoft Mouse	Ver. 6.11 or later
Mouse Systems (MSC) Mouse	Ver. 5.6 or later
Dexxa Mouse	3.43 or later
Other Mice	Compatible to one of the above

Contact the manufacturer for compatibility or upgrade information. If you have one of the mouse drivers listed above and are still experiencing display problems, check to make sure that the video BIOS (Basic Input/Output System) is current, particularly with EGA and VGA boards. Contact the video board manufacturer for information on video BIOS upgrades.

Other factors that can cause display problems are resident software or old motherboard BIOS.

- **Why are the `Edit` menu commands shaded?**

  `Edit` menu commands are not available until you perform an action or define an area with the Selection tool. See *Chapter 3, Section 3.8.2.*

- **Why are parts of the picture cut off when I print?**
- **Why is there a margin on my printout when I didn't specify one?**

  Many printers have a built-in margin. So, even though you set the top and left margin at 0.00, there will be a margin on the page. Some printers just push the image over and start it at the default border. Others (like Postscript) cut off the part of the image that falls outside of the default margin.

  Because of this, you may not be able to print an 8 1/2- by 11-inch image. It should be reduced slightly to compensate for the default margins. Check the printer user's manual for more information.

- **My printer is not on the printer support list. Will I be able to print PaintShow Plus files?**

  Check the printer user's manual to see if your printer will emulate other printer types listed on the printer support list.

- **Why do I get a symbol character on the screen when I try to quit the PaintShow Plus program by typing Alt-Q when the Text icon is selected .**

  This happens when you have selected the Text icon and press Alt and a keyboard key. To quit the PaintShow Plus program without causing a symbol character on the screen, you should open the `File` menu and select `Quit`.

- **Will my computer display an 8 1/2 - by 11-inch screen image at 300 dpi?**

  No, there won't be enough available RAM to hold an image that is 640 K. For example: on a system with 640 K RAM, the amount of available RAM for images is 256K (maximum RAM left after PaintShow Plus is loaded) minus the RAM used for resident software. Assuming a typical configuration with roughly 50 K of resident software, a picture with a maximum length of 10.5 inches at a resolution of 200 dpi can be produced.

  RAM requirements can be calculated using the following formula:

$$\frac{\text{Length" X Width" X DPI}^2}{8000}$$

- **Why can't I cancel a print job when the cancel box appears on the screen.**

  You must be using a PostScript printer. You can normally cancel a print request by pressing [Esc] unless you are using a PostScript printer.

Notes:

INDEX

A

Adjustable Eraser, 16, 27, 30, 51, 54
  cursor, 64
  how it works, 54
  how to adjust size, 54
Area Fill, 17, 22, 35, 51, 60
  cursor, 65
  how it works, 60
Arrow cursor, 64
Aspect ratio, 37, 99
Automatic Detect Mode, 8, 44, 142, 143
Auxiliary screen, 15, 49, 117
  command bar, 118
    Color, 119
    Cut, 120
    Load, 120
    Save, 121
    Scale, 118
      border, 118
    Scan, 121
  Icon, 15, 48, 117
  Main Screen Icon, 15, 49, 117
  View Icon, 122

B

B&W Mode, 28, 71
B&W picture, coloring, 119
Bit Editing, (see Pixel)
Border, (see Line)
Brush, (see Paint Brush)

C

Capture, Screen, 123
  how to, 127
  command, 123, 127
Capture Target Drive,
  how to specify, 10, 45, 46, 125
CATCH.COM, 123, 147
CATCH command, 44, 45, 125
CATCH Utility, 123-128
  load automatically, 124
  load manually, 124
  parameters, 125, 126
    page orientation, 126
    printer resolution, 126
    printer port, 125
    printer type, 125
    target capture drive, 125
  print graphic screen, 123, 128
  screen capture, 123, 127
CGA graphic board, (see Video Modes)
Change,
  brush, 21, 55, 64, 106, 113
  screen, 15, 105, 113
  spray, 19, 56, 65, 107, 113
Change Settings Menu, (see INSTALL program)
Characters,
  Foreign Language, 151,
    Codes, 151
  Greek + Math, 148-150
  Symbol, 148-150
  System, 148-150
Circle, 62, 115
Clear, 94
Clear Picture, 27, 28, 54, 82
  shortcut, 27, 54, 82, 111, 113
Color,
  B&W picture, 119
Color mode, 28, 71
Command bar, 15, 49, 117
Commands,
  Auxiliary screen, 117-122
  DOS-Level, (see DOS-Level commands)
  keyboard, 111-112
  keyboard & mouse, 115-116
  mouse, 113-114
  shaded, 69, 90, 100
  shortcut, 111-116
Common Questions & Answers, 152-155
Compression format, (see File format)
Convert file, (see File Conversion utilities)
Copy, 31, 32, 92
  how to, 32, 93
  shortcut, 114
  transparent, 116
  multiple, 115
Crosshairs cursor, 65
Cursors, Tool Box, 64, 65
Customer Service Hotline, 146
Cut,
  Edit menu, 91-92
  Auxiliary screen, 120

D

Dialog Box,
  Edit Pattern, 34-35, 68, 103
  Load Pattern, 68, 85,
  Load Picture, 77
  New Picture, 71
  Picture Settings, 75
  Save Before Erase, 27, 54, 82
  Save Before Load, 77
  Save Before Quit, 47, 87
  Save Pattern, 86
  Save Picture, 41, 78
  Setup Print, 80
  Setup Scan, 100
DOS Commands, 46, 87
  parameter, 46, 87
  shortcut, 87, 111
DOS-Level commands
  CATCH, 44, 45, 124, 125
  File Conversion, 136
  INSTALL, 2, 6, 7, 11
  PAINT, 2, 6, 11, 14, 44
  PSPLUS, 44, 45
  SET GRAFMODE=, 44, 142, 143
  SLIDE, 130
DPI,
  match printer, 73, 75
  match scanner, 72, 75
  match screen, 72, 75
Drawing Board,
  main screen, 15, 49,
  Auxiliary screen, 15, 48, 117
Drive,
  capture target, 10, 45, 46, 125

E

Edit Menu, 32, 33, 36, 37, 90
  Clear, 94
  Copy, 31, 32, 90, 93
  Cut, 90, 91-92
  Flip Horizontal, 97
  Flip Vertical, 98
  Paste, 90, 93
  Reverse, 95
  Rotate, 99
  Trace Edges, 96
  Undo, 91
Edit Pattern, 34, 68, 103
  how to, 35
  save, 68
  shortcut, 103, 114
EGA graphic board, (see Video Modes)
Eraser, (see Adjustable Eraser)

F

File Conversion utilities, 135-138
  how to export a file, 137
  how to import a file, 138
  parameters, 136
  PCX2TIF.EXE, 135, 136
  TIF2PCX.EXE, 135, 136
  MAC2TIF.EXE, 135, 136
File format,
  fax CCITT, 79, 83, 89
  TIFF, 1, 78, 135
  PackBits, 79, 83, 89
  PCX, 1, 135
  MAC, 1, 135
  uncompressed. 79, 82, 89
File Menu, 70-89
  About PaintShow+, 88
  Clear Picture, 27, 54, 82
  DOS Commands, 46, 87
  Load Patterns, 68
  Load Picture, 77
  New Picture, 71
  Picture Settings, 75
  Print Picture, 80
  Quit, 14, 47, 89
  Reverse Picture, 83
  Rotate Picture, 84
  Setup Print, 80
  Save Patterns, 86
  Save Picture, 41, 78
Fill,
  area, 17, 51, 60
  how to, 22, 30
  lines, 59
Filled shapes, 17, 61
Flip Horizontal, 33, 96
Flip Vertical, 98
Font Menu, 40, 108-109
  Greek + Math, 148-150
  Old English, 40
  Roman, 109
  Sans-Serif, 109
  Script, 109
  Symbols, 148-150
  System, 40, 148-150
Font style, 108
  Bold, 40, 108
  Normal, 108
  Underline, 108
  Italic, 108
  Outline, 108
  Shadow, 108
Freeform tool, 17, 51, 63
  how to draw, 18, 29, 63
Freehand, how to draw, 18

G

Graphics boards, (see Video Modes)
Grid, 54, 57, 58, 107

H

Hand, (see Scroll)
HERCULES graphic board, (see Video Modes)
Hollow Shapes, 17, 61-63
  how they work, 61

I

INSTALL.BAT, 147
INSTALL program, 6-11
  change current settings, 8, 11
    capture target drive, 10
    printer, 10
    printer port, 10
    video mode, 9
  menu,
    Change Settings, 10
    Main, 7
    Video Setup, 9
    Printer Setup, 10
    Printer Port Setup, 10
  quit, 10, 11
  run later, 11
  save current settings, 10, 11
Install software, (see INSTALL program)

K

Keyboard Actions, 50
  shortcut, 111-112

L

Landscape orientation, (see Page orientation)
Line color, 23, 66, 67
Line tool, 17, 20, 38, 51, 57
Line width, 23, 66
  how to change, 57
Line Width palette, 15, 23, 38, 48, 66
Lines Fill, 17, 51
  how to use, 59
  how it works, 59
List file, (see Script file)
Load,
  CATCH, 44, 45, 124, 125
  file,
    from Auxiliary screen, 120
    from main screen, (see Load Picture)
  PaintShow Plus program, 2, 10, 11, 14, 44,
Load Pattern, 68, 84-85
Load Picture, 28, 77
    shortcut, 28, 77, 111, 114
LOGIEGA graphics board, (see Video Modes)

M

MAC2TIF.EXE, 147
Magnify, 34, 53, 54, 65, 102, 113
  shortcut, 34, 102, 111, 113
Magnifying Glass cursor, 34, 65, 102
Main Screen
  Auxiliary screen icon, 15, 48,
  drawing board, 15, 48
  icon, 15, 49
  Line Widths palette, 48, 66
  menu bar, 48, 69
  Paint palette, 67-68
  Toolbox, 16, 51
Margin, how to set, 81
Menu commands,
  shaded, 69
  shortcuts, 69, 111-112
Menus,
  Edit, 90-99
  File, 70-89
  Font, 108-109
  Scan, 100
  Size, 110
  Tools, 101-107
Mouse Driver, 140
Mouse actions, 50
  shortcuts, 113-114
Move selected area, how to, 25-27, 33
Multiple copies, 115

N

New Picture, 71, 137
  shortcut, 71, 111, 137
Normal view, 34, 102

O

Orientation, see Page orientation)
Oval tool, 17, 51, 62

P

Page orientation,
  portrait, 80
  landscape, 80
Paint, how to, 21
PAINT.BAT, 6, 11, 44, 147
PAINT command, 2, 6, 10, 11, 14, 44
Paint Brush, 16, 21, 51, 55
  change cursor, 21, 55, 64, 106, 113
  cursor, 64
  how it works, 55
Paint Palette, 15, 19, 48, 67-68
  how to select color, 19, 21, 67, 68
  how to select line color, 67
  how to edit pattern, 68
  solid colors, 67
  shades, 68,
  patterns, 68
Parameters,
  CATCH, 125
  File Conversion, 136
  PSPLUS, 46
  SlideShow, 130
Paste, 31, 32, 93, 94
  how to, 32, 93
Path,
  installation, 7, 8
  Load Picture, 77
  Load Pattern, 85
  Save Before Erase, 82
  Save Before Quit, 89
  Save Pattern, 86
  Save Picture, 41, 78
  screen capture, how to specify, 46
Pattern,
  edit, 35, 68
  files, 85
  how to select, 24, 25
  load, 68
  save, 68
PCX2TIF.EXE, 135, 136, 147
PCX file format, 135
  convert from, 136
  convert to, 136
Pencil/Border color, (see Line color)
Pencil tool, 16, 51, 53
  change color, 66
  cursor, 64
  how it works, 53
  magnify command 34, 53
Picture Settings, 75-76
Picture resolution, 73, 75, 81
Picture size, 72, 78-79, 81, 82, 89
Pixel,
  how to add, 34, 102, 103
  how to change color, 102, 103
  how to erase, 54, 102, 103
Polygon tool, 17, 18, 23, 51
Portrait, (see Page orientation)
Print Picture, 80, 123
  shortcut, 80, 112, 123
Print Screen, 123
Printer,
  how to specify type, 10, 45, 125
  resolution, how to specify, 126
  printer port, how to specify, 10, 45, 125
  support, 141
Printer Port Setup Menu, (see INSTALL program)
Product Support Plan, 144-146
PSPLUS.EXE, 44, 45, 147
PSPLUS command, 44, 45
  parameters, 46
  replaceable parameters, 45

Q

Quit, 14, 47, 89
  shortcut, 14, 47, 112
Quick Start, 2

R

RAM Requirements, 140, 155
README.PSP, 6
Rectangle tool, 17, 51, 62
Resolution, (also see DPI)
Reverse, 36, 95
Reverse Picture, 83
  shortcut, 83, 112
Roller, (see Area Fill)
Rotate, 37, 99
Rotate Picture, 84
  shortcut, 84, 111
Rounded Rectangle tool, 17, 22, 51, 62
Rounded Square tool, 62, 115

S

Save,
  before erase, 71, 82,
  before load, 77
  before quit, 47,
  pattern, 86
  selected area, 121
  picture, 41, 78, 137
Save Picture, 41, 78, 137
  shortcut, 78, 112, 137
Scale, 118
  bounding box, 118
Scan,
  from main screen, 100
  from Auxiliary screen, 121
Scan cursor, 100, 121
Scan Menu, 100
Scan Picture, 100
    shortcut, 100, 112
Scan Setup, 100
ScanMan scanner, 11, 100,
    121
Scissors, (see Selection)
Screen Capture, 123
Scroll, 16, 51, 52
  cursor, 64
  how to, 28, 52
Select, how to, 25, 31, 36, 52,
    118, 120, 121
Selection,
  how to copy, 93, 114
  how to move, 25, 26
Selection tool, 16, 51, 52
  cursor, 64
Setup Scan command, (see
    Scan)
SET GRAFMODE=, 44, 142,
    143
Shapes, hollow & filled, 61-63
Short Cuts,
  keyboard, 111-112
  keyboard & mouse, 115-116
  mouse, 113-114
Show Picture, 105
Show Screen, 104
Size Menu, 40, 110
SlideShow utility, 129-133
  parameters, 130
    automatic display, 130
    manual display, 131
    specify exposure time,
      130
    start, how to, 130
  script file, how to create, 132
Software title box, 14, 88
Special characters, 148-151
Speed commands, (see
    Shortcuts)
Spray Paint, 16, 19, 51, 56
  cursor, 65
  change color, 56
  change width, 19, 56, 65
Square, 62, 115
Straight line mode, 54, 55, 56,
    57, 115
System font, (see Fonts)
System Requirements, 140

T

Technical Support Hotline,
    114
Text tool, 17, 40, 41
  cursors, 65
  how to use, 40, 58
TIF2PCX.EXE, 147
TIFF file format, 78, 79, 135
  convert from, 136
  convert to, 136
Toolbox, 15, 17, 51
Tools Menu, 101-107
  Change Brush, 21, 55, 101,
  Change Spray, 19, 56, 65,
      107
  Edit Pattern, 103
  Grid, 54, 57, 58, 107
  Magnify, 102
  Show Picture, 105
  Show Screen, 104
Trace Edges, 96
Transparent mode,
  copy, 116
  move, 38, 116
  paint, 55
  spray, 56
Tutorial, 13-42
Typefaces, (see Fonts)

U

Undo, 29, 30, 57, 90
  shortcut, 30, 112, 114
Utility,
  CATCH, 123-128
  File Conversion, 135-138
  SlideShow, 129-133

V

VGA graphics board, (see
    Video Modes)
Video modes,
  supported, 142
  how to specify from DOS,
    143
  how to specify from
    INSTALL program, 10
Video Setup Menu, (see
    INSTALL program)
View Icon, 15, 49, 117, 122

Notes:

Notes:

Notes:

Notes:

Notes:

Notes:

DAZZLING, EASY TO USE PAINT PROGRAM

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